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1

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2

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ISSUE 52
ISSUE 52 £4.25 AUGUST 1995

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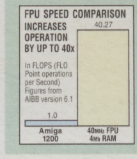

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THIS IS... AMIGA POWER

AMIGA POWER
ISSUE 52 AUGUST 1995

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LAST MONTH WE FORGOT TO MENTION
Penny Dodd. Sorry Poddy

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But DON'T PHONE FOR CHEATS. Ever. We haven't the time, and besides, what're the chances of us knowing level codes OFF BY HEART? Huh?

WHAT BAFFLED US THIS MONTH WAS…
Why did ginger actor David Caruso leave the excellent NYPD Blue to play exactly the same character in the hum-drum movie Kiss of Death?

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THIS MONTH WE FOUND OUT THAT
Money IS everything

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REGULARS

10 NEWS AND STUFF
Although even a cursory look will reveal that it's more 'stuff' than 'news.' Everyone's been on holiday this month. Apart from us of course. We've been sweltering in a stuffy office.

51 OUR NET PAGE
Just the first of what we're told will be a regular feature in AP. Find out what's new and funny on what many people are already referring to as "The Future of Huge Phone Bills."

64 WE HELP YOU
Overcoming adversity is what games are all about. Circumvent your problems by letting us do all the hard work for you. And then buy more games.

72 BUY OUR THINGS
Save real money by subscribing, or get your hands on a small part of the AP Archive by buying back issues.

76 READ SOME LETTERS
And in a bid to make up for fewer words on our dinkier pages, there's a bumper four pages this month.

88 BE SCARED OF DINOSAURS
Side by side, a joke wears rapidly thin while readers from all over the world barter and haggle for games, consumer durables and elicit 'services.'

90 PLEA TO THE NATION
Another national treasure is threatened and needs your help. Start queuing for lottery tickets now.

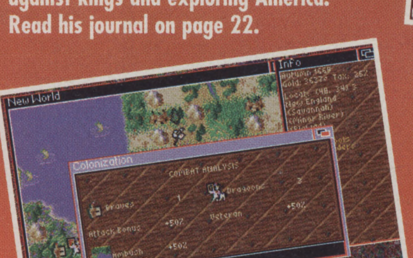
THEY'RE EV

SUPER STREET FIGHTER 2

US Gold's second bash at Street Fighter on the Amiga. It didn't work well last time, so what about now?
Page 38

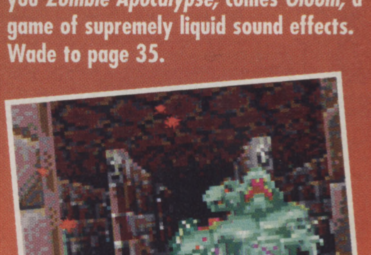
COLONIZATION

For two whole weeks, Steve played this game. He didn't move, he didn't eat and he only drank when we raised a straw to his cracked lips. For him, the month was spent in the 1700s, rebelling against kings and exploring America. Read his journal on page 22.



GLOOM

Doubtlessly set to provoke more vitriolic protests about graphic violence in video games, and from the people who brought you *Zombie Apocalypse,* comes *Gloom,* a game of supremely liquid sound effects. Wade to page 35.



SENSIBLE GOLF

***Wizkid, Megalomania, Sensible Soccer, Cannon Fodder,* and now this. Sensible, the softies who once could do no wrong, push their latest, and last ever, Amiga game out onto the council course. 20p ball deposit on Page 31.**

SUE WOULD JUST LIKE TO SAY: "There's no place like home."

AP'S TRANSGENIC SELF-PIGS WOULD JUST LIKE TO SAY: "Eat healthily and exercise regularly. For our sakes."

CAM WOULD JUST LIKE TO SAY: "Will you be kneading me?"

STEVE WOULD JUST LIKE TO SAY: "1-2, check out my Spearhead crew"

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or our sakes."

OVER 100

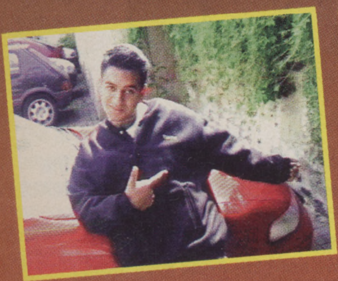
OF HIS OWN PEOPLE WOULDN'T VOTE FOR HIM, YET STILL HE RULES

EVERYWHERE

One man stands alone. Against him – the unspeakably foul ranks of some dank Underworld. With him – guns. Lots of guns. Very, very big guns. Find out everything there is to know about Doom games.

WIN A JACKET!

Rich wore this lovely Virocop jacket on the hottest day of July, yet still looked cool. Be as 'hip' as he is by winning one of five. Page 50



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1995

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PAUL WOULD JUST LIKE TO SAY: "I am in Boston. This is my e-mail."

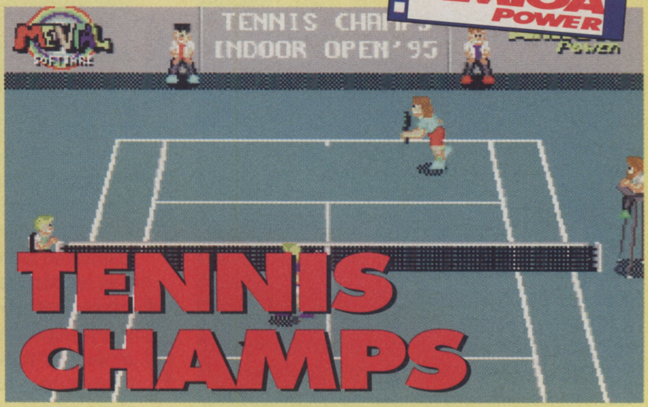
JONATHAN NASH WOULD JUST LIKE TO SAY: "The best place for the fire was reserved for…"

disk 52

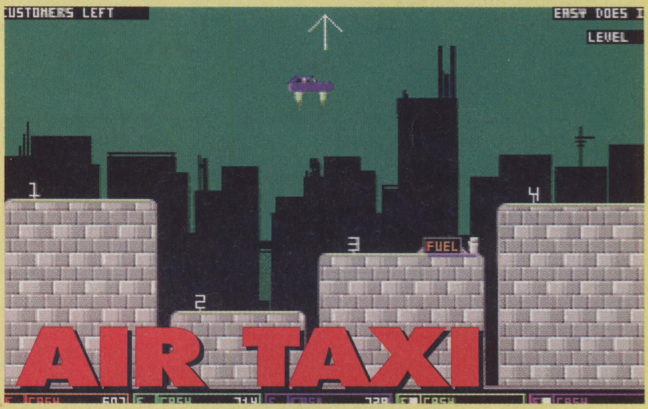
This month we've two disks so full of things that they're ripe to explode – quite literally in fact, onto three other disks. Be secure in the knowledge that it's going to be worth the effort.

INTRODUCING COVER DISK 52

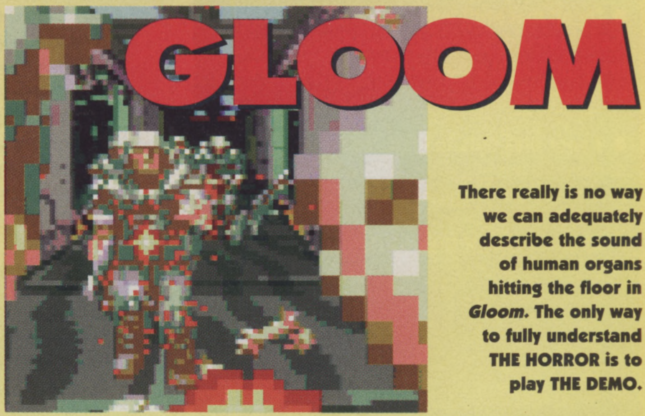
disk
52
AMIGA POWER



Not a demo or a bit of a game, but the whole kit and caboodle. Three cheers for Elton Bird's wise decision to send this full game to us. Hoorah!



Discover that the age of chivalry is not dead. It has merely been eating crumpets and playing *Air Taxi,* a game demanding poise and manners.



There really is no way we can adequately describe the sound of human organs hitting the floor in *Gloom.* The only way to fully understand THE HORROR is to play THE DEMO.

GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and a padded self-addressed envelope (don't bother with a stamp), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 52, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll set it free in the basement before hunting it down and shooting it with BB guns.

disk 52

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to select the game of your choice. It's quite all foolproof.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to move on to a different demo. When you do so, simply follow the instructions as before.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 52 Returns
Discopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

LUCIFER'S INSTRUMENT

So enticingly and juicily crammed with exotica are our two disks this month that we have been forced to resort to the old decompress-the-game-onto-another-disk routine that we hurl abuse at from a safe distance on the street of everyday life while also grudgingly letting into our end-of-magazine parties. There should be no reason to fear this process if it is handled sensibly and safely and you follow the on-screen instructions carefully, but as a precaution we recommend all our friends to flick up the write-protect tab on the two coverdisks BEFORE YOU START decompressing from them.

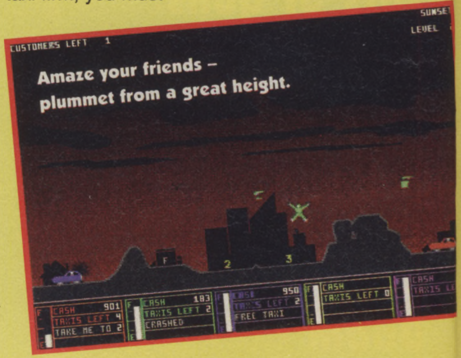
Oh yes, and you'll probably have discovered by now that what the individual disk says on the label doesn't acually correspond with what's on it, although everything that we claim is on both disks is on them. If you see what we mean. This again is due to the phenomenal amount of stuff we've compressed on there – we had to do a bit of last-minute juggling to make it work. Anyway, we'd like to see you get two complete games and a whole level of *Gloom* on two disks, so just stop whinging on about it will you?

AIR

Author: Dave May

Once again, you must follow the mind-numbing decompression process before you can play this excellent game. Sorry. Needs must when the Devil drives. And He does.

Indisputably the Five-player Competitive Game of Gentlemen, *Air Taxi* relies for success upon the co-operation between, and goodwill of, its drivers. Cast as the owner of a one-vehicle taxi firm, you must



Amaze your friends – plummet from a great height.

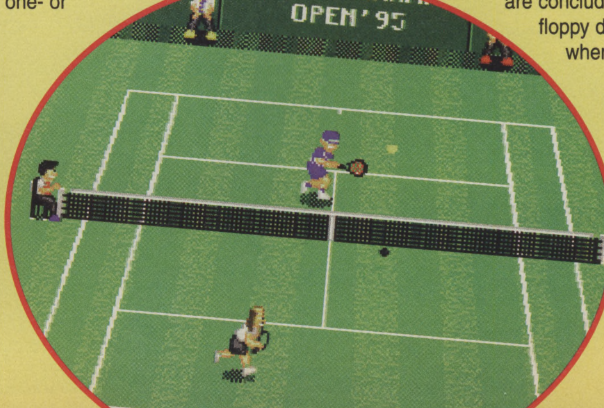
TENNIS CHAMPS

Author: Elton Bird

We like mysterious brown packages that arrive in the office, provided that they're not small explosive devices or boxes containing decapitated animal heads, of course. The amusingly named Mr Bird has therefore doubly delighted us by sending not just a mysterious brown package, but also sending one filled with THE BEST TENNIS GAME WE'VE EVER SEEN ON THE AMIGA.

Tennis Champs is a wonderful one- or two-player volley-fest that faithfully recreates the exciting atmosphere of, er, tennis. It works ON ALL AMIGAS (luckily for us or we would have been deluged with tear-stained letters from A500 owners, and we don't like those even though we usually pretend to revel in their discomfort – we're just putting a brave face on our own fractured emotions, you see) and it's fantastic.

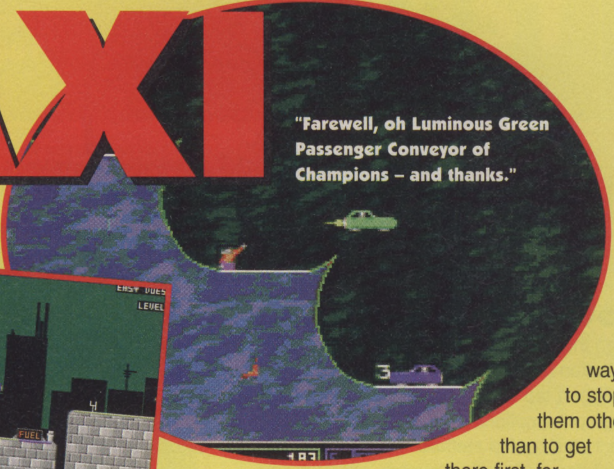
You'll find *Tennis Champs* spread across the two disks, with part one on disk one and part two, in a handsomely sequential way, on disk two. Both will need decompressing, each on to its own disk, before you can start. Once the tedious necessities are concluded, boot up with disk one in your floppy drive, and insert your new disk two when subtly prompted.

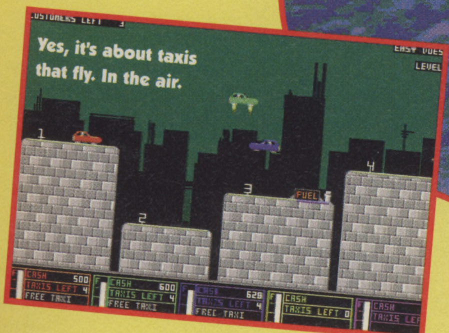


PLAYING THE GAME

The game is very simple to play. Hit the ball as well as you can in the general direction of your opponent. The game will figure out what kind of shot is appropriate depending on the relationship between you and the ball. If the ball is above you, your

TAXI


"Farewell, oh Luminous Green Passenger Conveyor of Champions – and thanks."


Yes, it's about taxis that fly. In the air.

IMPORTANT WARNING

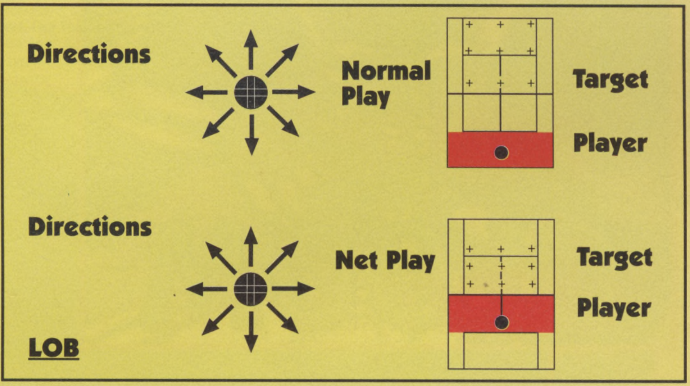
***Air Taxi* will regretably not work on an A500 due to memory problems. Also, if you are using an A1200 it is vital that you hold down both mouse buttons while booting up and select 'Disable CPU Cache' and 'Original Chipset' before proceeding. Thank you.**

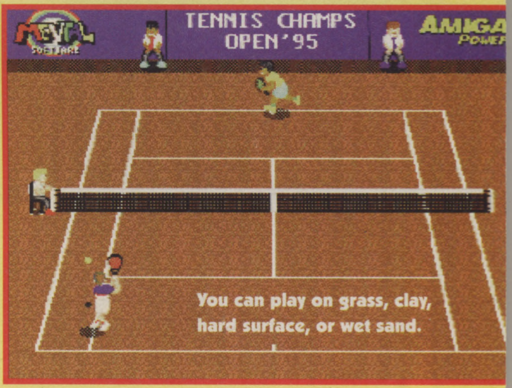
excite your bank manager by collecting passengers and delivering them to their desired destination as quickly as possible for large tips. The screen has four or five landing pads scattered about it, and your fare will ask (ask! Ask!) for a particular one. If you fail to catch the sound sample or something, the number conveniently appears on your taxi's status panel.

To complicate matters, exactly unlike that ancient 2000AD story Car Wars, your taxi has no guns. If a rival tries to steal your fare, there's no way to stop them other than to get there first, for collisions spell death for both drivers. This lends the game a deeply satisfying zen-like quality we can't recall seeing anywhere else.

Tricks to *Air Taxi* are: using the brake (which stops your forward movement in the air), power landing (slamming into the ground, but hitting brake at the last moment so your landing skids buffer you gently to a stop), and bouncing a fare (where pressing fire on the ground with a passenger aboard flings him out again). Traps in *Air Taxi* are: fines for crashing (especially severe if you kill a passenger), running out of petrol (land on the fuel pad and watch your money drop alarmingly), wind, magnets and The Black-Clad Man (obviously, these are things that happen on later levels) and, crucially, not noticing a hole in the roof has opened after delivering the last passenger (fly through it to the next screen). Other things in *Air Taxi* are: injuring passengers (heavy landings make them go "Ouch" and they don't pay) and The White-Clad Man (deliver him within five seconds for BIG MONEY).

Regrettably, only people with 'parallel port joystick adaptors' can enjoy full-featured five-driver play, but with two joysticks and the arrow keys (plus shift) three people can be extremely happy. The programmer recommends '25MHz' machines (A1200s, we think), but there are buttons on the title screen to turn various things on and off so it'll run sufficiently fast on your A500+ (or whatever). And we'd advise you to read the in-game instructions, and send £10 to the address for the full game with its 15 extra levels of cabriolet capers.




You can play on grass, clay, hard surface, or wet sand.

player will attempt to smash, if it's to your left, your player will choose a backhand and so on. If the distance between you and the ball is too great the player will attempt to slide towards the ball while taking his shot.

If you wish for extra subtlety, then the two diagrams shown here will help you understand shot-selection and how it changes when you move in to the net. The direction of the shot is determined by the direction of the joystick WHEN THE BALL IS HIT and NOT when the swing is started.

THE LOB

In addition to the above strokes a player may also elect to play a lob shot. Direction is worked out in the same way as for ordinary shots but the FIRE BUTTON IS DEPRESSED TWICE. The fire button must be pressed once to start the swing, and then quickly released and pressed again BEFORE the ball hits the racket.

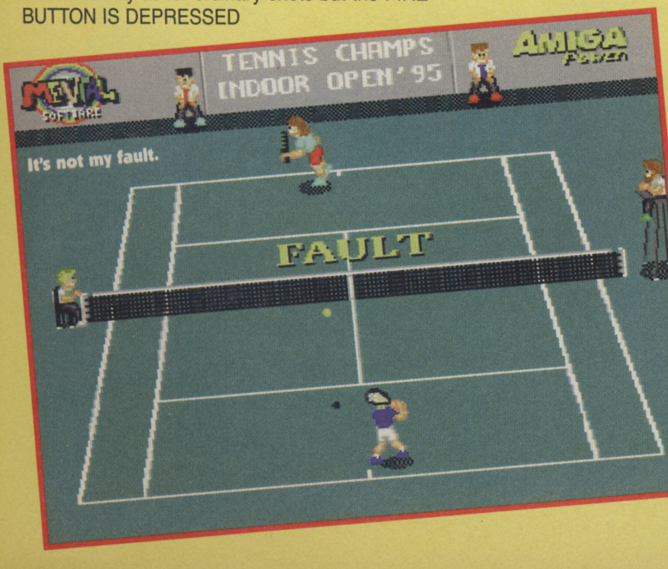
The author mysteriously hints in his instructions that "Mastering the art of intentionally sliding to aid the playing of lob shots is advised". You'll have to decide what that means for yourself.

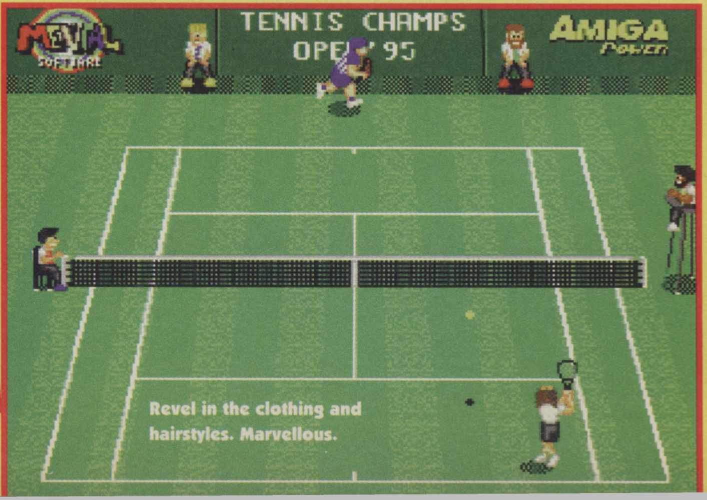
KEYS

Before a service has been taken you may use either of the following keys:

Q – Quit the current game. (WARNING: This will quit the entire tournament if you're playing in tournament mode.)

SPACE – Displays the current match statistics. (The very same ones that are automatically displayed at the end of every set.)


It's not my fault.


Revel in the clothing and hairstyles. Marvellous.

GLOOM

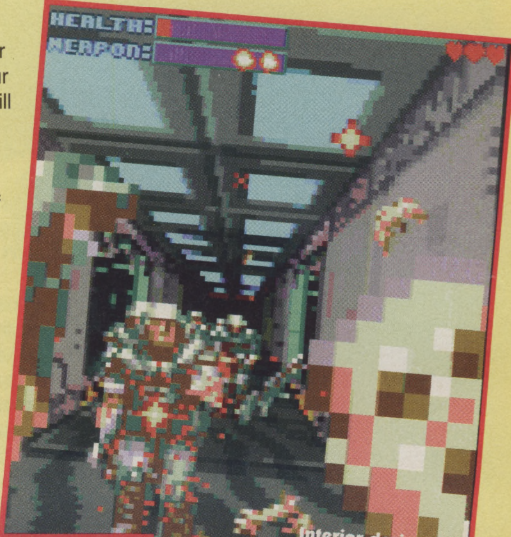
Author: Mark Sibley

A1200 ONLY

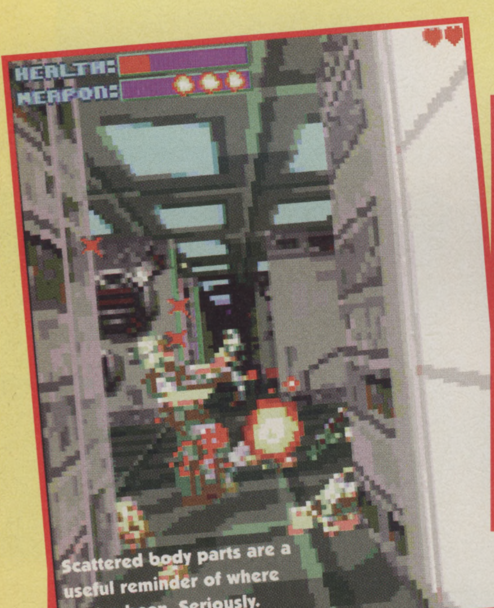
Definitely the most unoriginally named (although, hang on… *Alien Breed 3D*'s incredibly unimaginative too. They're probably both trying to 'target their audience with a strong, established brand name and image' or something equally sinister) of the *Doom*-but-on-the-Amiga games, but looking like a heavyweight contender for the crown, this *Gloom* demo is brand-new and shows the game very much as the finished version will be. Storm and blast your way through an entire level of goose-stepping, Übermensch-style bad guys (why are they so familiar?) and keep a special, careful eye-out for the incredibly tough end-of-level monsters.

HOW DO I PLAY IT?

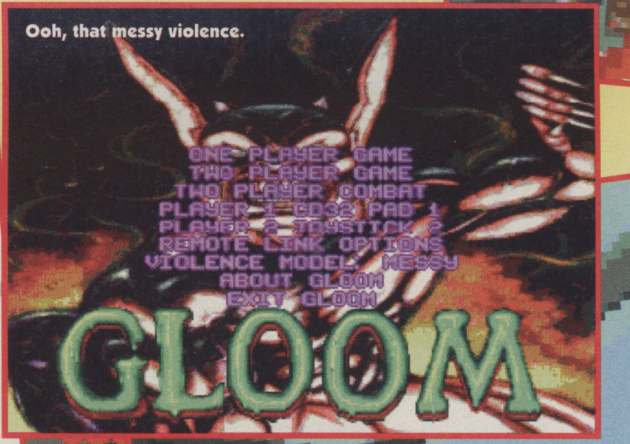
When the title screen comes up, a press of your fire button (if there's a plugged-in joystick in your hand) or a tap of the space bar (if there isn't) will bring up the options menu. From here you can select your control method. You can play very straightforwardly with a joystick, although you won't be able to use the sidestep manoeuvre. If you select keyboard the cursor keys handle movement and the left Amiga button fires. The keyboard option also lets you use the Alt keys as sidestep keys, very handy for picking off baddies and then retreating to cover. Perhaps the most elegant solution, however, is to use a CD32 controller. The joypad is for movement, the red fire button shoots your weapon and, cunningly, the shoulder pads sidestep you left and right accordingly. Clever and simple. Mark Sibley, as so often, we salute you.



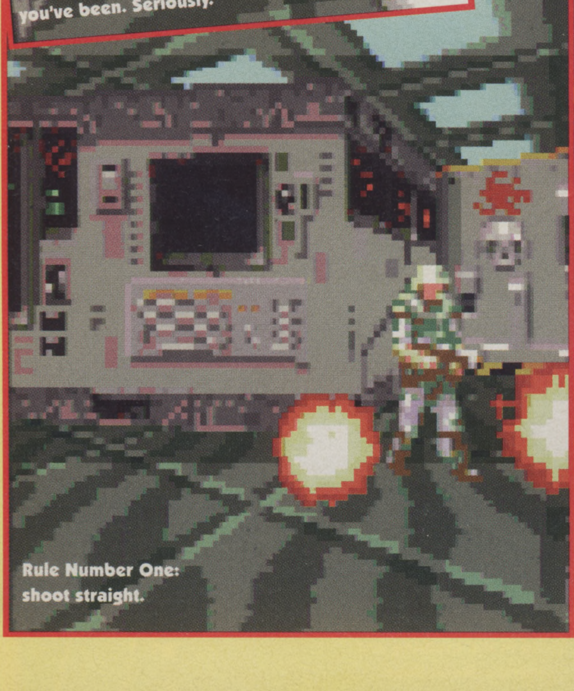
Interior design tip: brighten up gloomy corridors by using a lot of skylights.



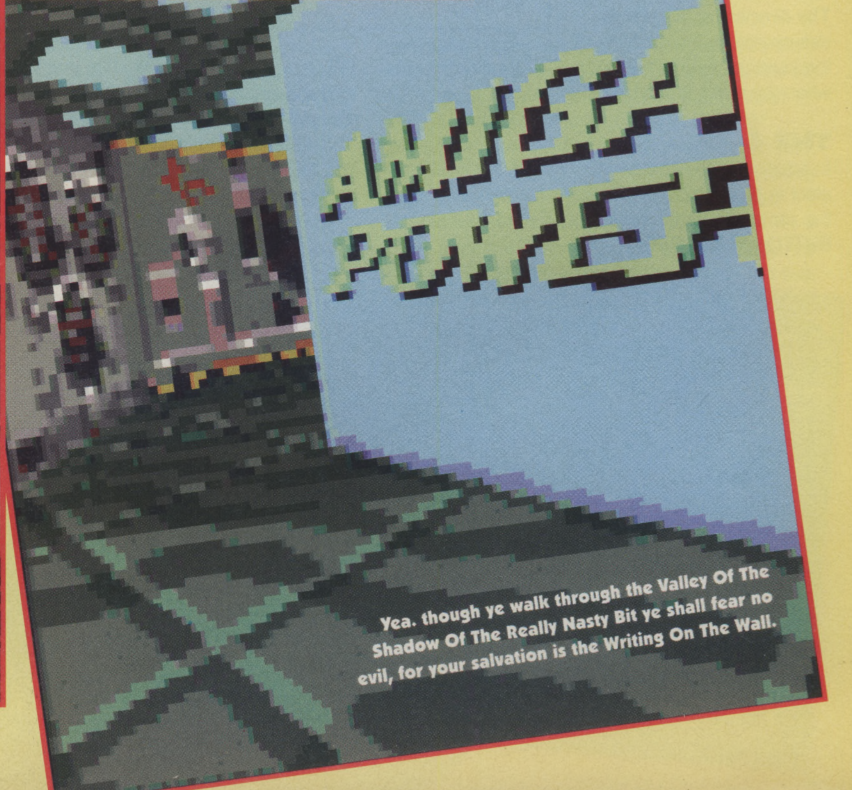
Scattered body parts are a useful reminder of where you've been. Seriously.



Ooh, that messy violence.



Rule Number One: shoot straight.



Yea, though ye walk through the Valley Of The Shadow Of The Really Nasty Bit ye shall fear no evil, for your salvation is the Writing On The Wall.

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TRUE STORIES

Surfing, skulking, sidling, spying, spifflicating, shadowing, spooking, skewing, spelunking, skydiving and asking, all things we do FOR YOU.

THE SPOKEN WORD APPLI

Later on we'll be meeting a tall German gentleman who crossed a mega-global corporation with an Amiga. And got a headache.

In relentless pursuit of the TRUTH, AMIGA POWER has gone around the corner to Amiga Format and borrowed their minutes of the recent big meet-the-gang-'cos-the-boys-are-here conclave between Escom and the concerned citizens of the planet. Apart from the oft-repeated and slightly alarming phrase **'The spoken word applies!'**, these minutes gave us VALUABLE INFORMATION. We now disseminate it.

THE CD32 LIVES!

Condemned to death by an apathetic Escom upon the initial buyout, the CD32 has been reprieved at the last moment as if in a television film about unorthodox lawyers. It has now been (eurgh) 'repositioned' as the Amiga range's "absolute low-end multimedia games console", with, Amiga Format tells us, tentative plans to redesign it (but not until at least 1996). It seems Escom reckon that with a bit of a rejig the CD32 will be a worthy opponent for the Play Station and Saturn. We express doubt, but are nonetheless delighted to see the machine returned to life. As, no doubt, are the between 50,000 and 75,000 CD32 owners.

The Amiga. It's back. In black. No. Not really.

32bit
AMIGA CD32
AMIGA CD32

THE A1200 WILL BE OUT AGAIN IN OCTOBER!

Hmmm. In AP50's fast-breaking news report thing it was "within about three months"; last month we toyed privately with September; now it is definitely – DEFINITELY – October. "We expect to ship enough units as well as CD32s to meet the Christmas season demand," say Escom. "Please give us more time to publish quantities." Why, certainly. We have, after all, ALL THE TIME IN THE WORLD. Grrr.

Rumours abound of a souped-up A1200 with integral CD drive, but, apparently, rumours are all they are. There is talk of upgrading the A1200 'processor' from a '68020' to a '68030', which, according to Amiga Format's technical editor, will make the A1200 "far faster". How much faster? "A lot." Cripes. "Oh, all right. At least double the speed." Crumbs. Again these are fairly vague ideas rather than set plans, but we can but hope, eh?

A PROGRAMMER SPEAKS!

Rumours of the 'Super Amiga' are, it appears, just that. Escom are committed to relaunching the A1200 as the standard machine AS YOU CAN SEE, with various upgrades (possibly) coming along (much) later. Via an InvestigativeMiniCooper fired through the InformationMilanSewerSystem, we asked Mark Sibly of Black Magic (they who wrote *Gloom*) to COMMENT.

"I'm getting sick of seeing so much really cool stuff on machines like the PC, and then having to design games around the Amiga's limitations. Tell Escom the new Amigas MUST have some Fast RAM and MUST have a chunky pixel mode. If they did this, the Amiga's graphics would not only equal the VGA chipset on the PC but still have all the goodies of AGA. Apparently they won't be doing that yet. That's BAD. When the A1200 first came out, developers were reluctant to do stuff for it because there weren't enough machines. If Escom DO have some kind of wonder-Amiga in the works, then by releasing the same old AGA machines beforehand they're going to create exactly the same situation: no one will develop for the wonder-Amiga because the A1200 has become the 'standard'."

Argue with that, Escom – IF YOU CAN.

Guardian: Have we mentioned that you should BUY THIS IMMEDIATELY.

ESCOM'S PHONE NUMBER

By far the most popular request on our reader call line is, "Have you Escom's phone number?", though invariably less pleasingly phrased. Our answer, inevitably, is no, for they have not yet contacted us. But, just for you, we have looked out Escom's PC advertisement in a newspaper, and pass on the number. It is 01294 222600. The advertisement, if you are interested, is exceedingly poor, using the tired old device of a private detective 'investigating' the best prices for a computer. We hope they treat the Amiga more imaginatively.

ES!

THERE IS DISSENSION IN THE RANKS!

It seems obvious to us (and, indeed, everyone else in the entire world) that Escom's chain of high-street PC shops would be an ideal place to sell, for example, the Amiga. But no. We hear (again from Amiga Format) that Amiga Technologies (the Escom off-shoot set up specifically to handle the Amiga – Commodore will continue as a company dedicated slightly peculiarly to MultiMediA PCs) piffles evasively about "expensive staff retraining". But Escom itself says this is "not correct". We are reminded wearily of the nonsense of Commodore UK itself, and fervently hope that common sense will soon prevail.

WORKBENCH WILL BE AVAILABLE ON ALL OTHER COMPUTERS!

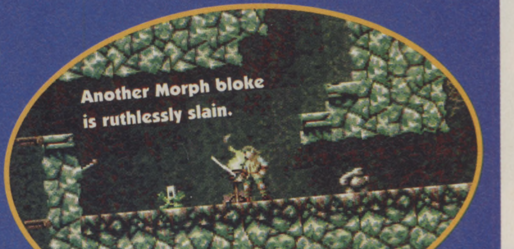
We will do everything in our power to prevent this.

And in a 'this-is-the-final-paragraph' sort of way that's pretty much all the intelligible news there is about Escom and its covert cogitations. Almost unbelievably, it appears that things are moving. There's a definite business plan (albeit one to do with "imbedded applications" and complicated video things), probable upgrade details (super-fast 'RISC chips' are, apparently, the 'architecture' of the FUTURE THAT IS ALMOST HERE) and a huge pile of cash set aside for advertising. We trust Escom's agents are hard at work tempting software publishers back to the Amiga, and AWAIT OCTOBER WITH INTEREST. We thank Amiga Format for their kindness and promise not to be rude about them for the rest of the day.

The world shall hear from me again.

ODYSSEY

Runs on: A500, A600, A1200
Publisher: Audiogenic
Authors: Chris Mullender and Reece Millidge
ETA: August


Another Morph bloke is ruthlessly slain.

One thing we miss about Jonathan Davies is his sinister ability to unearth new games. From his perch atop the mist-enshrouded crag that is the news section JD would disseminate previews of games of which we had never heard. It was almost as if he, as a slightly troubled masked hero, would land silently in an alley behind scurrying software publishers, frightening them with a hard stare and pulling the locked briefcase from their paralysed grasp, leaving with secret information as they shook their fists and cursed him impotently. We, however, haven't a clue. *Odyssey,* for example, was pointed out to us by Audiogenic as we telephoned them about something else entirely. Perhaps we could arrange to crash JD's car and so become his acolyte like in Batman.

We have played a demo of *Odyssey* and it is promisingly involved. The programmers, two students, were, it seems, inspired by the mighty *Exile* and, indeed, the puzzle/fighting/realistic physics is suspiciously familiar. This time, however, you are a man with a sword rather than an astronaut, and (hngh) must rescue a wizard from an evil king. And his orcs. The demo involved us finding some keys to get into an underground cave, overcoming rock monsters that flung parts of themselves at us, and avoiding giant eagles that banked impressively. Once inside the cave we were directed to push boulders on to switches and to collect keys and to turn into a spider.

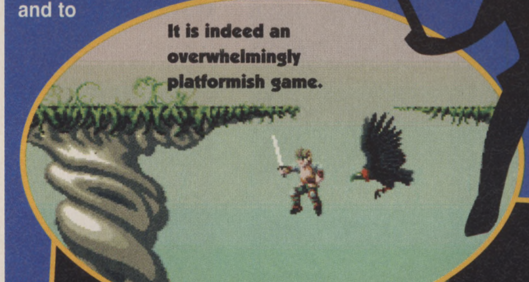
Hello?

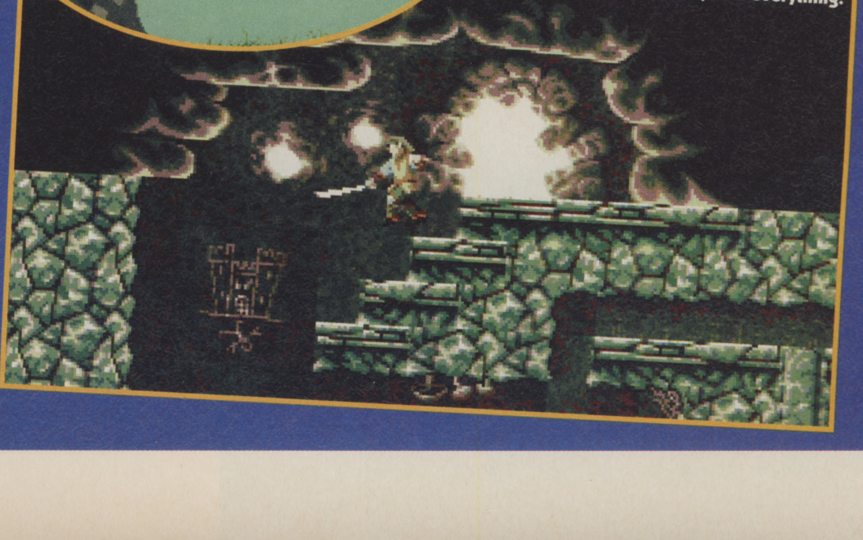
"There are about ten creatures in the game you can turn into," said Peter Calver of Audiogenic when we rang him to ask. "A bat, a grasshopper, one of those little green Morph men, a rock and, er, six others. My favourite's the bird."

The *Exile* connection?

"*Odyssey is* being written by big fans of *Exile* – which is why they came to us." Audiogenic, of course, are *Exile*'s publishers. "It's not as innovative as *Exile* was, but then again it's not as obscure with its puzzles. (In fact, part of the deal for *Odyssey* was to send the programmers a full solution to *Exile.*) We want it to be a bigger success than *Exile* – although we've had an amazing number of people asking for the A500 version after reading AP's review – so it's deliberately more accessible. Everything takes place on seven islands; two groups of three and a final one set in the king's castle. You can do each group in any order, although obviously you'll need to finish them all to get all the powers. There are, apparently, no dead ends. We've not been trapped anywhere, anyway."

Heartening news indeed. Review next month. For certain.
● *JONATHAN NASH*


It is indeed an overwhelmingly platformish game.


But has swordfighting in it, and everything.

TO FIND OUT WHICH TOP MANAGER WEARS THESE SOCKS, READ TOTAL FOOTBALL

TOTAL FOOTBALL
THE ULTIMATE FANS' MAG

Issue 1 on sale Thursday August 17th!

WE WILL FIX IT

Andrew Jolly from Binary Emotions (the people developing *Speris Legacy* for Team 17) phoned up in a bit of a tizz the other day. He'd just read our Team 17 And Us story from AP51 and was most surprised that one of the Amiga's biggest software companies wasn't talking to the biggest Amiga games mag, because he hadn't been told about it and neither, it transpires, had Ocean, who recently signed a distribution deal with Team 17. He told us that he'd agreed with the points we raised in our *Speris Legacy* preview (AP48) and changed the game accordingly. We assured him that we'd do everything in our power to give *Speris Legacy* coverage in AMIGA POWER, and then we moved onto other things.

As a needs-must side line, Binary Emotions are offering a software fix service. They reckon that for £3.50 per fix (plus 30p a disk for three or more disks) they can make any old game or utility work on your spangly new A1200 and A4000, allowing you to relive all the happy times you once had on pre-A1200 arcade and adventure classics. We've not actually tested their claims of a 99.9% success rate, but they seem confident in their ability, and DEMAND that you phone Andrew (01722 416074) for more details, so that your golden oldies may breath once more.

BUY GUARDIAN

We were surprised to see *Roadkill* at number five in last month's CD32 charts, because *Guardian* wasn't there at all. How, we wondered, could Joe Public prefer the exciting but superficial overhead racer (AP45, 84%) to the Game Of Champions? Publishers Guildhall were at a loss to explain. ("We don't know," said Big Cheese Hugo in the only intelligible sentence among a tirade against "retail distributors" and "units".)

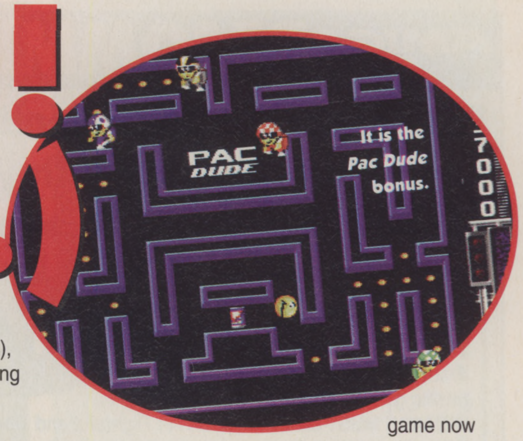
Buck up, readers. In its vanilla A1200 guise or the full cop show disco soundtrack CD32 'edition', the *Defender*-in-3D *Guardian* is one of the best games we've seen. WE COMMAND you buy it. DO NOT FAIL US.

Come on you chaps – play the game.

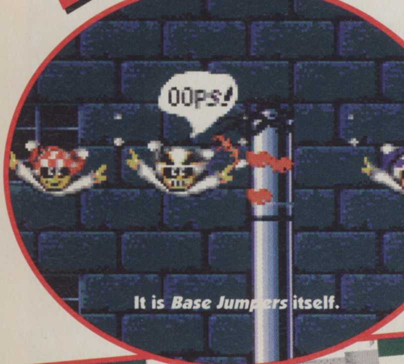
Feel your will power wilt like a thirsty flower before... The Temptress

Are you lonely? Are you ssssad and alone in the world? Then I've got a great idea for youuuuuu. Why not looook for a soul-mate in The Garden That Time Forgot? Read it, read it. Darren is aged twelve and lovessss Red Dwarf. One hundred and forty percent reply. Susie is bonkerssss and likessss D-Paint and Metallica. I find them sssexy toooo. Ssset an extra place at the table, people, and then phone the printerssss to ssstart the wedding invitationssss. Do it, do it, do it.

AAARGHH! (SQUMPH.)



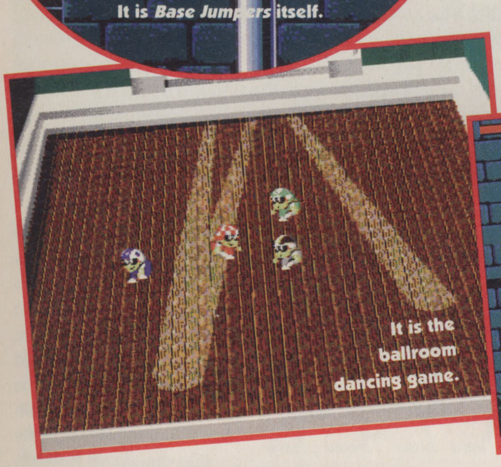
It is the Pac Dude bonus.



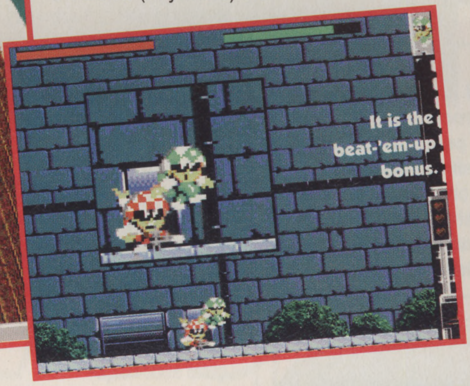
It is *Base Jumpers* itself.

Rasputin has released the CD32 version of *Base Jumpers* (AP47, 70%), the game where you climb up a building in a *Rick Dangerous* fashion while collecting letters to spell secret words, and then jump off the top, attempting to ram your opponents into flagpoles.

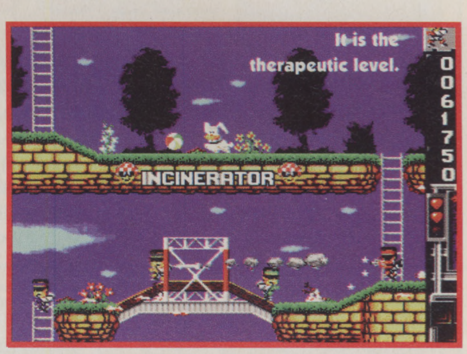
Like *Jetstrike* before it, *Base Jumpers* fares better as a silver platter. The secret sub-games have been beefed up (we found, for example, a brand-new ballroom dancing contest where you have to stay in the spotlight to avoid disqualification) and in the fine tradition of Drop the Bomb (Anywhere) the game now features an impressive musical soundtrack. As you wrestle in mortal jeopardy with the other competitors during your rooftop plunge, a selection of light opera pleasantly counterpoints the disgusting scenes of splattery death. Ingeniously, the game still allows for all four players using just the two joypads, with each player sort of holding one end and using one of the shoulder buttons for fire. We applaud such nonsense, especially as it is to cost £20.



It is the ballroom dancing game.



It is the beat-'em-up bonus.



It is the therapeutic level.

JOYPAD JAMBOREE

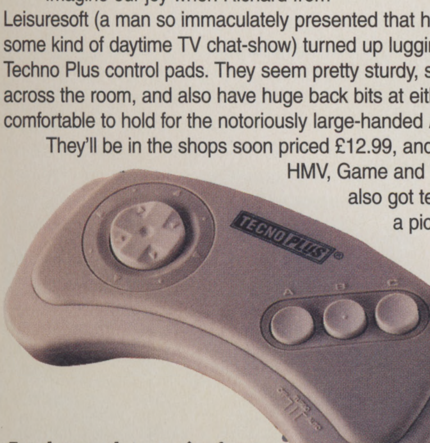
WIN!

We've long since held the opinion that the best thing to ever come out of the 16-bit console boom was control pads. They're responsive, don't give you cramp, don't break quite so easily and most importantly of all, give you a distinct advantage when playing *Gravity Power*.

Imagine our joy when Richard from Leisuresoft (a man so immaculately presented that he really should be hosting some kind of daytime TV chat-show) turned up lugging a big box of their new Techno Plus control pads. They seem pretty sturdy, surviving a few testing throws across the room, and also have huge back bits at either side, making them comfortable to hold for the notoriously large-handed AMIGA POWER team.

They'll be in the shops soon priced £12.99, and will be stocked in Virgin, HMV, Game and WH Smiths stores, but we've also got ten to give away. Simply stick a picture of Divine Brown on the back of a postcard and send it, along with your name and address, to

Thirteen Pounds
Seems Quite
Reasonable, AMIGA
POWER, 30
Monmouth Street, Bath
BA1 2BW before 31st
August, and we'll pull ten names out of a bag.



Tough enough to survive for four days (so far) in the AMIGA POWER office.

Nothing escapes the steely glare of...

THE DISSEMINATOR

Parked on double yellow lines? He'll know. Wearing a chequered tie with a stripy shirt? He'll know. Give a game a easy time in return for advertising? He'll know. Reviewing a one-season demo of a football management game? He'll know. Knowing, and disseminating. It's what he does. It's ALL he does.

	The One	AA	US
ANGST	30%	80%	—
ATR	85%	*88%	38%
BEHIND THE IRON GATE	78%	52%	55%
BRUTAL	—	*90%	—
COLONIZATION	91%	†87%	93%
DREAMWEB	85%	*92%	24%
F1 WORLD CHAMP	58%	68%	67%
FLIGHT OF THE AMAZON QUEEN	—	—	*84%
HIGH SEAS TRADER	60%	81%	22%
PLAYER MANAGER 2†††	49%	92%	—
RISE OF THE ROBOTS	59%	92%	5%
SENSIBLE GOLF	81%	*90%	66%
SUPER LEAGUE MANAGER	52%	34%	89%
SUPER SKIDMARKS	88%	92%	91%
TACTICAL MANAGER 2	24%	59%	25%
TURBO TRAX††	—	92%	—
VALHALLA: LORDS OF INFINITY	81%	*94%	19%
X-FIGHTER	85%	—	60%

* Illustrated on the cover of the review issue, possibly as an exclusive
† All screenshots in review taken from the PC version
†† Four months after review and still not finished, maybe next month
††† Only a one-season demo available from Anco

AMIGA POWER RECOMMENDS

Whatever we recommend you should buy. We are with you.

FLIGHT OF THE AMAZON QUEEN

(AP51, 84%)

Shadow Fighter and *Guardian* were terrific games written by people who felt HOMAGE MUST BE PAID (to *Street Fighter 2* and *Defender*, clots). Gesturing to the empty chair at the foldaway picnic table comes *FOTAQ*, a cracking *Monkey Island* take-off. Too easy, and with a greatly disappointing final quarter, this is, nevertheless, a marvellously entertaining, engaging and (wearying innuendo aside) funny point-and-click adventure. And only two more months until they release it after our pointing out a big bug. Sorry.

VIROCOP

(AP51, 81%)

Probably the most polished Amiga game ever (it's from Graftgold, natch), *Virocop* annoys because it's so nearly brilliant. Huge, perfectly-designed levels, umpteen weapons and monsters, and an almost alarming attention to detail (and a two-player mode where one person drives and the other controls the gun turret) chafe abrasively against, to be honest, the repetitiveness of it all, and the peculiar way you seldom feel thrillingly endangered. A huzzah to it, but a deflated one.

GRAVITY POWER

(AP50)

Or, the result of taking *Gravity Force 2* and infusing its programmers with cash. More weapons and more obstacles combine with more sounds and more options to make a generally 'more' game. And as it was the WORLD'S FINEST GAME EVER (except (for some piddling technicality) for *Sensi*) to begin with, that's well nifty. If anyone finds out how to design levels, be sure to let us know, y'hear?

SYNDICATE

(AP50 93%)

When Cam first played *Syndicate,* there was a bit when he ambushed a gang of enemy agents, mowing them down with a minigun. Standing triumphantly over their riven bodies, he was mildly intrigued by an insistent bleeping. Pondering its significance, he was shocked when one-third of the screen suffered a devastating explosion, killing his man. One of the enemy agents, you see, had dropped a time bomb in dying, and the fall had activated it. *Syndicate* is that kind of game. And it's out again on budget.

FLASHBACK

(AP50, 92%)

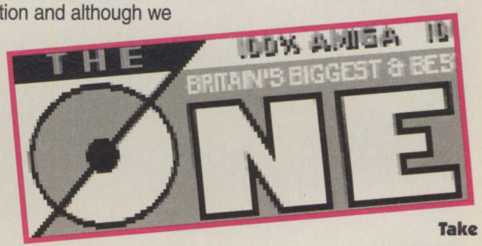
Also out once more at a budget price is the Rotoscoped Platform Game of Champions. Showing its age a bit, and responsible for a burlap bagful of PC rip-offs (none of which we'll be seeing, we'll be bound), but still magnificent. Rolling under a guard's gun and drawing your own pistol to fire from a crouch has never been so much fun. And there are puzzles and cutaways and that, and everything.

ONE DOWN...

When we heard about the 'suspension' (ie closure) of rival magazine The One, we were planning on doing a restrained little piece on it. We were going to comment that even though the attempts at humour relied almost exclusively on the word 'Arse' (a ploy used by Sega Power over a year ago, and it wasn't funny even then) and even though the reviews were frequently of the "it is good" or "it is crap" variety without actually saying why, and even though they let *Fields of Glory, Elfmania, Valhalla* and *Rise of the Robots* off with a terribly easy ride (and didn't, for example, point out the major flaws in each until months later), it was an okay-ish sort of competitor, and if you'd rather read endless pages of press releases and facts about software industry 'personalities', was a better choice than the entertainment-and-truth-led AMIGA POWER. That's what we were going to say, but then we read the last issue.

"Arse, arse, arse and arse again," it started, and then got sort of worse. A half page joke news item about trade press newspaper Computer Trade Weekly that only people in the software industry would understand, far too many pages of overlong and dull previews, typically lax review marks and two pages about Keith Smith, a PR man no reader has ever heard of. Sigh.

So although the closure of any Amiga mag adds further doubt to the already uncertain future of the Amiga, and although we're sad it was The One that folded first instead of Amiga Action and although we respect The One for beating us to almost every single exclusive coverdisk demo ever, we've shed no tears at its passing. "It's terrible, and I'm glad it's dead" said Jonathan, summing up our views quite succinctly.

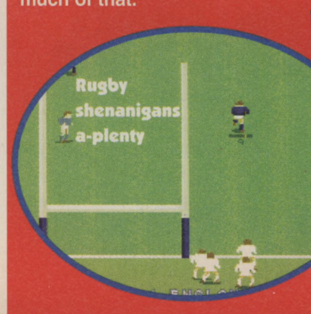


Take a last look. It is dead.

YOU SAY LARA

Cosmopolitan gamers, or possibly readers of last month's Any Port in a Storm feature, will be aware that *Graham Gooch's Cricket* was licensed to Codemasters who converted to the Mega Drive and SNES, in the process revamping it to improve it vastly and renaming it *Brian Lara's Cricket*. The game has been a spectacular sell-out success on the consoles. Now, in a manner akin to the BBC selling popular dead-celebrity sitcom Dear John to America and then buying back the remake to show late at nights, *Brian Lara's Cricket* is to appear on the Amiga. Or so it would seem, but in fact it's just *Graham Gooch's Cricket* with a different title screen. "So it's probably best not to make too much of that," said Audiogenic's Peter Calver, before – phew – going on to say they are working on a brand-new cricket game. "It's more arcadey than the others, with more options and things," he improvised, his rustling sheaf of notes easily equalling the handwritten ineptitude of ours. "And it might be called *Imran Khan's Cricket*." We shall, of course, investigate.

Audiogenic are in a bit of a sporting mood, releasing also an update to *World Class Rugby* (AP32, 88%), imaginatively titled *Rugby '95*. It 'updates' all the teams and, in a startling addition to the original, lets you rename the teams AS WELL AS the players. It's around £20 in the shops, but if you send your *World Class Rugby* box bar code to Audiogenic, they'll supply a *Rugby '95* data disk for £11.24. A generous offer, especially as Future Zone is selling off *World Class Rugby* for about £5. So it's probably best not to make too much of that.



Rugby shenanigans a-plenty

1st Innings
SPIN SPEED

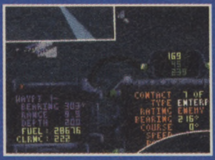
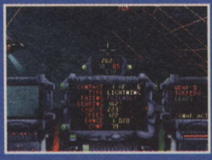
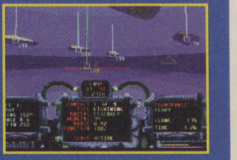
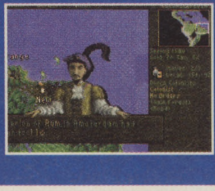
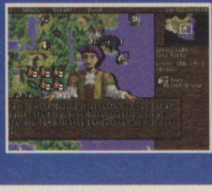
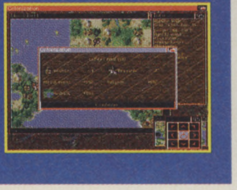
Darren Gough's Cricket would sound much better.

Rebuff deceit with...

THE DISSEMINATOR

SPECIAL!

Do magazines seek to deceive you, the readers? Are THE FACTS suppressed for the convenience of the staff? Would a magazine, in short, LIE? Examine these pictures and JUDGE FOR YOURSELF. We conceal nothing, for we have nothing to conceal.

	AMIGA ACTION	PC GAMER	AMIGA POWER
SUB WAR 2050			
COLONIZATION			

SPECIAL FAVOURS

Special Reserve (the folks whose adverts traditionally inhabit the first two pages of the mag) won a place in our hearts (and wallets) by blatantly trying to buy some editorial space this month. Included in a typically dull press release (the sort we usually bin) was a crisp, new fiver, which we were informed was "for scanning – this is not a bribe!" Only of course, it was.

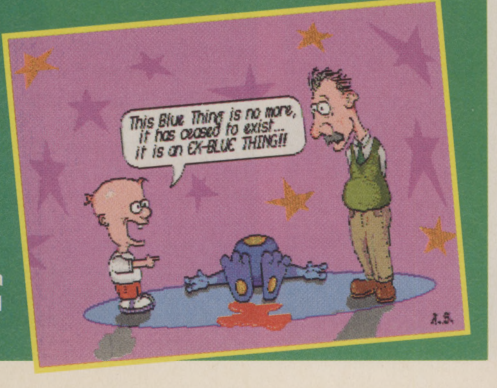
Presumably the thinking behind this glaring back-hander is that we'd take the space to inform readers what special deal Special Reserve are doing between the 1st July and 30th Sept, but if we did that, we'd have fallen for their cynical marketing ploy. So instead, we'll inform you that the fiver was spent on a sandwich (for Cam) and lollies (for everyone else), and recommend existing members of Special Reserve to phone them up for further details.

IN THE STYLE OF...

What's going on? Suddenly, In the Style Of... is the most popular section of the magazine. Not a day goes by without at least three entries arriving. Have you been talking among yourselves again? But anyway. This month we've favoured the school of the straight joke instead of the more common Game A In The Style Of... Game B. Glance approvingly, therefore, at Aaron Sinclair's Bubble and Squeak In The Style Of Monty Python. Appreciate the caricature of Charlie Brown. Revel in the mystery of who could have killed Blue Thing. Caress the ravishing pinkness of it all. It is a picture certainly worth 7/10, to its artist, via a series of complicated mathematical processes, £150 of software.

£150 of software, that is, were it not for the older bloke on the right. Is this Charlie Brown's father? (If so, why would he permit Brown to accompany Blue Thing on all those dangerous escapades in the first place?) Is it a shopkeeper? (But where is his sturdy panelled counter?) It is a pointless addition to the cartoon, and one that loses Sinclair 3.5 points. He will be receiving a revised £70 of games in due course.

Mark your own In The Style Of... entries with your name and address (writing upon the disk as well, just to make sure), and send them to In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Tell us also which model of Amiga you have so we know what to send you should you win.


This Blue Thing is no more,
it has ceased to exist...
it is an EX-BLUE THING!!
A.S.

Consigned To Heaven

Dearly beloved, we are gathered here to remember. Ashes to ashes, funk to funky, etc...

HUNTER
The definitive 3D polygon bloke-sim, number 78 in our top 100, and yet we own possibly the only remaining copy.

LPS ON VINYL
Okay, so they're crackly and scratch easily, but they look better next to your hi-fi and you could read the track listings without a magnifying glass.

LANA TURNER
The postman'll have to ring more than twice from now on.

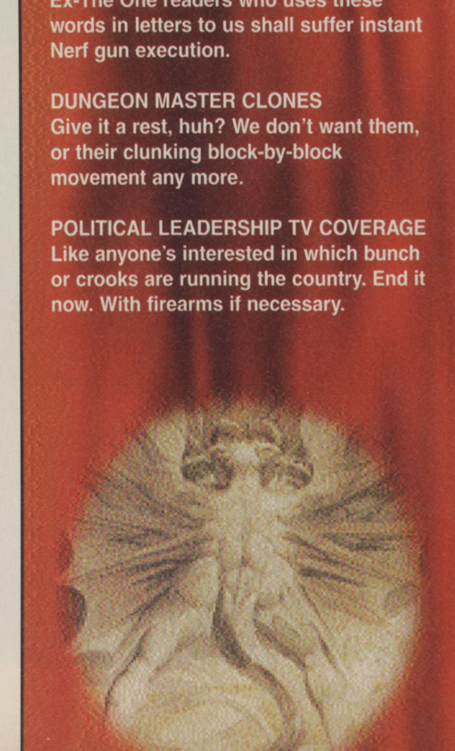
GOING DOWN

If you ever see these on the streets, stab them and stab and stab and stab and...

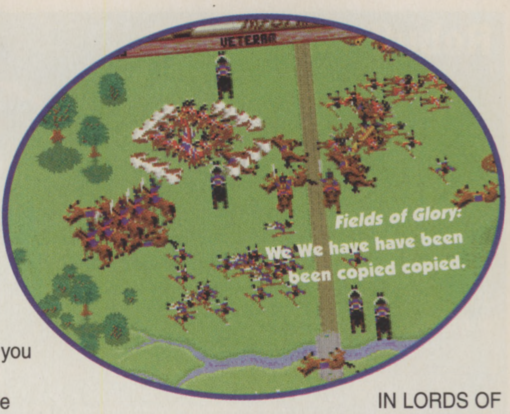
'ARSE' AND 'PANTS'
Ex-The One readers who uses these words in letters to us shall suffer instant Nerf gun execution.

DUNGEON MASTER CLONES
Give it a rest, huh? We don't want them, or their clunking block-by-block movement any more.

POLITICAL LEADERSHIP TV COVERAGE
Like anyone's interested in which bunch or crooks are running the country. End it now. With firearms if necessary.



OI! AUI!



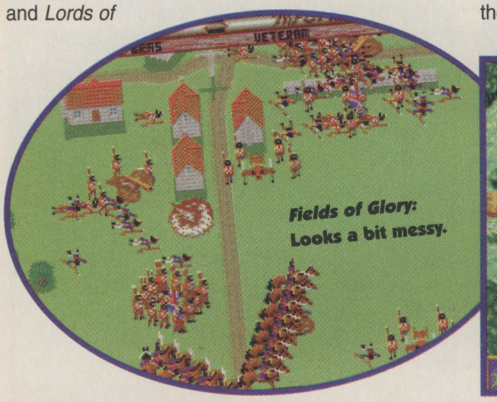
Fields of Glory: We We have have been been copied copied.

We pride ourselves on our reviews, and revere them as the centre-piece of our magazine. We think they're the best written, well-balanced, most entertaining and critical reviews you'll see on any Amiga game. We pride ourselves that we're the only magazine that constantly mentions WHY a game is or isn't good and that explains WHY it deserves the mark we've given it using specific examples rather than glossing over the facts with non-specific, catch-all, cop-out phrases. We think our reviews are great. And so, in fact, does Amiga User International magazine.

The February '95 issue of AUI carried reviews for *Fields of Glory* and *Lords of the Realm,* two games which had been previously reviewed in the December '94 issue of AMIGA POWER. Excerpts of both reviews follow:

IN FIELDS OF GLORY WE SAID: In this scale, you can actually see the effectiveness of different formations during attack and massed cannon fire on infantry. Troops advance, let off a volley of musket fire and then charge into the enemy to give them a taste of cold steel…
AUI SAID: …you can actually see the effectiveness of different formations during attack and massed cannon fire on the infantry. Troops advance, fire their muskets and then charge into the enemy to give them a taste of cold steel.

IN LORDS OF THE REALM WE SAID: Drafting untrained peasants straight in won't do their morale much good, the self-esteem of the villagers any favours, or an enemy much damage in a combat situation.
AUI SAID: Drafting untrained peasants into the fray will not do wonders for morale, let alone put a dent in the enemy.



Fields of Glory: Looks a bit messy.

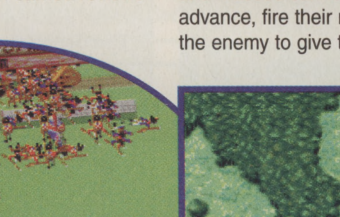
Lords of the Realm: Yes it is.

Spring 1275

This alarming trend carried on throughout both reviews. AUI claimed that the similarities were completely coincidental, but a High Court judge recently took just a few minutes to rule that AUI had clearly plagiarised both AMIGA POWER reviews.

The moral to this tale? Well, if we like writing our reviews, you like reading our reviews and rival magazines like them enough to print them in their own pages, doesn't this tell you something about the quality of AMIGA POWER? We do hope so.

EH?

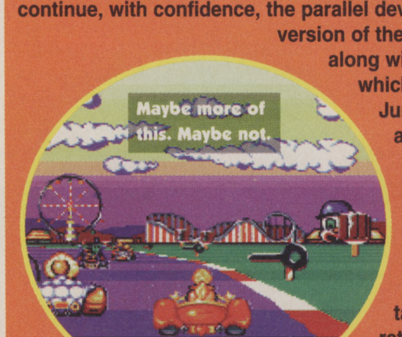


Do you have an interpreter?

Here at AP we are accustomed to receiving 'press releases' that make no sense. It is the lot of 'press officers', it seems, to be baffling. But Grandslam has taken this tendency to new heights of incomprehensibility. We reprint this extract from their recent 'urgent' missive sent to 'all editors' and invite anyone to make sense of it.

"It has proven to be the right strategy that we have stuck to over the last few months, with the advent of the Amiga range being, again, unleashed on the market in time for the crucial Autumn season. The news regarding the future of the range means that Grandslam can continue, with confidence, the parallel development of the Amiga version of the *Seventh Sword of Mendor* along with the PC CD-ROM version which was due to be released in June but, after an opportunity arose to significantly improve the interaction between player and game, it looks like a September release is more realistic."

We spare you the rest of the missive. We think it talks about Grandslam returning to the Amiga and the CD32 in light of the buyout, but, frankly, we haven't a clue.



Maybe more of this. Maybe not.

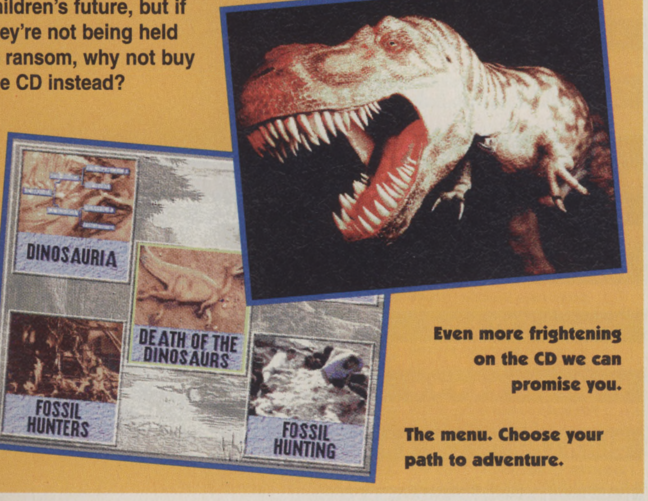
THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you've followed the AMIGA POWER guide to not getting burned:
1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want's in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.
2) Read the small print in the ads. If it's small, they're obviously trying to hide something.
3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.
4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.
5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.
6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.
7) Keep records. For cheques purchases, fill in the cheque stub with the right amount and full name of the company.
8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.
9) Keep up to date: Order from the most recent issue of AMIGA POWER.
10) If it doesn't work out, phone the retailer first. Don't yell at them or anything,just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

ROOOAAAARGHH

One of the best things on our hastily compiled cover CD of AP47 was indubitably the InterActiveAdvert for Optonica's Dinosaurs EduGame (they being the people who mastered the CD, therefore having the god-given right to carve up a section of it to plug their own stuff, and the best of luck to them). What fun it was to see a tyrannosaur roar at us and then lope across the screen, albeit as if moonwalking. The plummy, slightly startled voiceover from an 'artiste' clearly reading lines about Pachycephalosaurs without a clue as to their meaning was also entertaining.

Well, chums, Optonica have just cut the price of the full EduGame from £40 to £20 – a saving of, quite literally, 50%. A small price to pay for your children's future, but if they're not being held to ransom, why not buy the CD instead?



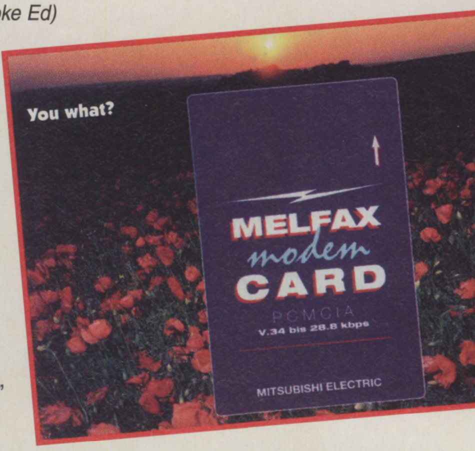
Even more frightening on the CD we can promise you.

The menu. Choose your path to adventure.

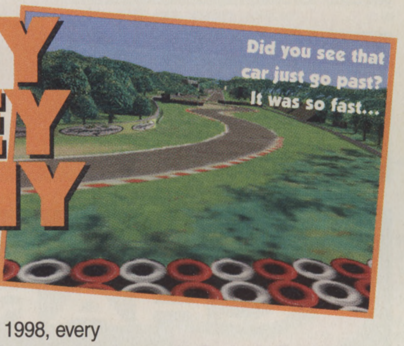
MYSTERY PUBLICITY SHOT CORNER

Poppies and AMIGA POWER go together like Peaches and Kream, the late '70s lounge double-act in which Leonard Peaches ended up killing Kris Kream in a drunken brawl after finding out he'd been dating his sister. Even so, we were baffled by this photograph advertising the Melfax Modem Card, a device you plug into the PCMCIA slot on your computer *(Though not your A600, I'll be bound. – Old Joke Ed)* in order to let it pluck InfoCox'sOrangePippins from Miser Mulwell's OverhangingDataBranch. *(The one where the designer gets hit repeatedly over the head with the office photocopier? Oh, come on. – Old Joke Ed)*

We're unsure what 'message' the advertising photograph is sending. We suspect it is "Great-Grandfather Killed in the Great War? Commemorate him with the Melfax Modem Card from Mitsubishi Electric" but we may be wrong.


You what?

FORMY ONE-EY MANNY

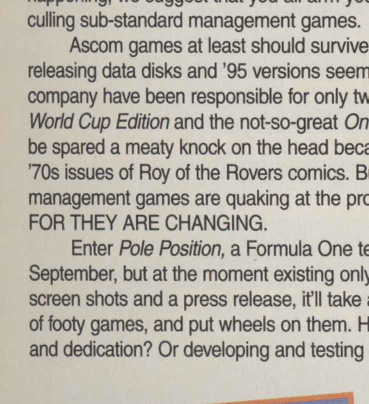

Did you see that car just go past? It was so fast...

If the current trend for football management game releases were to continue at its current pace, we've estimated that by April 1998, every household in the UK would own 7.4 games with the words 'Tactical', 'Tracksuit' and 'Two' in their title. It's a frightening vision of a future, and to prevent it from happening, we suggest that you all arm yourself with baseball bats, and begin culling sub-standard management games.

Ascom games at least should survive this pogrom. Unlike other companies releasing data disks and '95 versions seemingly every few minutes, this German company have been responsible for only two versions, the excellent *On The Ball: World Cup Edition* and the not-so-great *On The Ball: League Edition,* which should be spared a meaty knock on the head because of its lovely graphics invoking mid-'70s issues of Roy of the Rovers comics. But it would seem that even Ascom management games are quaking at the prospect of being hunted to extinction, FOR THEY ARE CHANGING.

Enter *Pole Position,* a Formula One team management game. Due out in September, but at the moment existing only as a couple of not very informative screen shots and a press release, it'll take all those planning and training aspects of footy games, and put wheels on them. How about winning your teams' loyalty and dedication? Or developing and testing a race-winning car? Or handling press conferences and interviews? It'll all be in here apparently, making, as the press release claims, "Frank Williams' life seem dull!" Hmm.

It's a promising idea, but we can't help worrying that this could well be the start of horse racing management games, speedway sims, swimming and athletics manny games and all manner of things. Until we see more, our Louisville Slugger swings idly from our cynical hands.


... darn! missed it again. And so on.

SMALLER, YET MIGHTY STILL

Regular readers will be used to the alarming fluctuations in height of successive AMIGA POWERs caused by our incompetent and bumbling printers. AP44 for example, was a good 3mm taller than AP45. However, try as we might to blame their inky fingers for this issue, there's no way we could get away with it. Some of the people all of the time, and all that.

As of this issue, we'll be in a new A4 format, which means we'll be losing a 2cm strip off the side of each page. It's all to do (as these things always are) with money and profitability and the 32% price rise in paper stock that's affected all magazines, and when it came to the crunch, we thought you'd rather read a smaller 92 page magazine with a spine instead of a same size 84 page one with staples through its floppy, limp cover.

So we've taken the opportunity to redesign things a bit, changing our layout to three columns per page instead of four so that we haven't lost many words, and we can only hope that the new look is pleasing enough for you to want to buy us for many years to come. Or until we close. Which ever it is that comes first.

DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS
AMIGA POWER
THE MAGAZINE WITH ATTITUDE
BA-DOOOM!
Revel in 16 viscera-soaked pages of Doom-related maimage.
AND WHAT ABOUT... Reviews of Super Streetfighter 2, Colonization, Gloom and Sensible Golf? Yes.
TENNIS CHAMP
GLOO
AIR TAX
ISSUE 52
52

DREDD JUDGED

Future Publishing

HAS HOLLYWOOD RUINED JUDGE DREDD?

FIND OUT IN ISSUE 2 OF SFX, THE SCIENCE FICTION MAGAZINE

New!
SFX
Adventures in Science Fiction
The Day The Law Died?
THE STRUGGLE TO FILM JUDGE DREDD
Films, TV, Books, Comics, Video, Models and more...

ON SALE 27 JUNE

Films, TV, Books, Comics, Video, Models and more...

TOP TWENTY CHARTS TOP TWENTY

1. ULTIMATE SOCCER MANAGER
Impressions £26 ★★★★
2. COLONIZATION
Microprose £35 ★★★★★
3. SUPER SKIDMARKS
Acid Software £26 ★★★★★
4. PREMIER MANAGER 3
Gremlin £26 ★★★★
5. SENSIBLE WORLD OF SOCCER
Renegade £30 ★★★★★
6. THEME PARK
Bullfrog £30 ★★★★★
7. FIFA INTERNATIONAL SOCCER
Electronic Arts £30 ★★★
8. SKIDMARKS
Acid Software £10 ★★★★★
9. PGA EUROPEAN TOUR
Ocean £30 ★★★★★
10. JUNGLE STRIKE
Ocean £28 ★★★★
11. MANCHESTER UNITED – THE DOUBLE
Krisalis £26 ★★
12. KICK OFF 3
Anco £25 ★★
13. F1 – WORLD CHAMPIONSHIP EDITION
Domark £30 ★★★
14. CANNON FODDER 2
Virgin £30 ★★★★★
15. TACTICAL MANAGER 2
Black Legend £26 ★★★
16. RISE OF THE ROBOTS
Mirage/Time Warner £43 ★
17. UFO: ENEMY UNKNOWN
Microprose £26 ★★★★
18. FOOTBALL GLORY
Black Lengend £28 ★★★★
19. WORLD CLASS RUGBY
Audiogenic £20 ★★★
20. CHAMPIONSHIP MANAGER ITALIA '95
Domark £25 ★★★★

TOP FIVE BUDGET CHARTS TOP FIVE BUDGET

1. WORLD CLASS RUGBY
Audiogenic £5 ★★★★★
2. BRIAN LARA'S CRICKET
Audiogenic £10 ★★
3. SUPER METHANE BROTHERS
Extender £10 ★★
4. INDIANA JONES: FATE OF ATLANTIS (GRAPHIC ADV)
Kixx £17 ★★★★
5. PREMIER MANAGER 3 MULTI–EDIT
Gremlin Interactive £15 ★

TOP FIVE CD32 CHARTS TOP FIVE CD32

1. LEMMINGS
Psygnosis £26 ★★★★★
2. MICROCOSM
Psygnosis £45 ★
3. SABRE TEAM
Krisalis £30 ★★★
4. SUPER PUTTY
System 3 £10 ★★★★★
5. SUBWAR 2050
Microprose £25 ★★★★

The charts are © ELSPA

SAVE £13
XS SAVER

ULT SOCCER MGR
19.99 -£3 XS

WORLD OF SOCCER
19.49

UFO
12.99

CHAMP MGR ITALIA 93
9.99

COLONIZATION
22.99

FATE OF ATLANTIS
13.99

PHOTOGENICS V1.2
51.99

NOP = not A500 +, A600 or A1200
NO12 = will not work on A1200
512K = will work on 512k machines
HDR = Hard Drive Required
EDR = External Drive Required
• = NEW Item
XS SAVER = deduct amount shown until date shown

A1200 GAMES

AIR BUCKS V1.2	11.99
ALADDIN	19.49
ALIEN BREED - TOWER ASSAULT	13.49
ALIEN BREED 2 •	11.99
ALIEN BREED 3D	19.99
BALDIES	19.99
BODY BLOWS	11.99
CIVILISATION AGA	16.99
COLONIZATION	22.99
CORE COMPILATION VOL 1 BANSHEE, SKELETON KREW, HEIMDALL 2	**19.99**
DETROIT	21.99
DREAMWEB	22.49
DUNGEON MASTER 2	22.49
FIELDS OF GLORY	12.49
FOOTBALL GLORY	14.99
FRONTIER - FIRST ENCOUNTERS	19.49
XS FRONTIER - DEDUCT £3 UNTIL JULY 31	
FRONTLINES	22.49
XS FRONTLINES - DEDUCT £3 UNTIL AUG 31	
GLOOM ('DOOM' CLONE)	20.99
GUARDIAN	19.49
HEIMDALL 2 - BANE OF ASGARD	18.99
HIGH SEAS TRADER	22.49
XS HIGH - DEDUCT £3 UNTIL JULY 31	
JUNGLE STRIKE	12.99
KINGPIN	9.99
LION KING	19.49
NEW WORLD OF LEMMINGS	22.49
ON THE BALL (HDR)	
- LEAGUE EDITION	12.49
- WORLD CUP EDITION	12.49
PGA EUROPEAN TOUR	12.99
PINBALL ILLUSIONS	19.49
POWER HOUSE	21.99
XS POWER - DEDUCT £3 UNTIL JULY 31	
PREMIER MANAGER 3	16.49
PUSSIES GALORE	17.99
ROAD KILL	20.99
SHADOW FIGHTER	10.99
SIM CITY 2000 (5MB + HDR)	21.99
SIM LIFE	12.49
SIMON THE SORCERER	14.99
STAR TREK - 25TH ANNIVERSARY (HDR)	19.99
SUB WAR 2050	16.99
SUPER LEAGUE MANAGER	19.49
SUPER STARDUST	18.99
THEME PARK	22.49
TOP GEAR 2 (1 MB)	11.49
UFO - ENEMY UNKNOWN	12.99
ULTIMATE SOCCER MANAGER	19.99
XS ULTIMATE - DEDUCT £3 UNTIL JULY 31	
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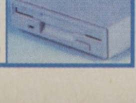

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F1 LICENCEWARE

F1 LICENCEWARE (1-59)

COMING SOON

As a PD library we are continually growing in size; we may have over 2000 disks this month, but we will be buying in far more disks all of the time. We will soon be able to supply you with the complete AMOS PD library, all of the Assassins disks, thousands more music modules and sound samples, and much more. We will also be selling CD-Roms and coming very soon will be CLR Licenceware. Instead of just giving you a long list of titles which probably won't mean a thing to you. We will just explain one of our titles; this will make it much easier for you to find out about disks and it won't make you blind like some PD advertisements.

GR.A.C. V1.1 All 1 Meg + Amigas £6.99 + 50p P&P

GR.A.C is a new program from F1 Licenceware which allows you to create your own graphical adventures such as Monkey Island 2 and Beneath a Steel Sky without needing any prior programming experience.
It comes with a manual and is hard drive installable (2 Meg suggested for hard driver users). Also included with this disk is another disk with a full game written using GR.A.C.
GR.A.C is an amazing program which will show you just how great your Amiga can be when it isn't even trying. The following are from reviews for an earlier version of GR.A.C.: 95% CU Amiga; 95% AUI; 88% The One Amiga.

AMIGANUTS would like to apologise to the following people who have waited a long time for their disks. This has been due to the change in ownership and, by the time you read this, you should already have your disks.

AMIGANUTS AMOS USER GROUP

I was amazed by the news that AMOS is being discontinued. Well, Europress may think that AMOS and the Amiga are dead, but Amiganuts definitely do not!!! We believe that there are plenty of AMOS users out there who would like the chance to work with others worldwide. The Amiganuts AMOS user group is all about AMOS users working together. It costs £10.00 to join, but you get a lot in return. You will receive monthly newsletters, AMOS disks from the Amiganuts library at a greatly reduced rate, but most of all we will be providing a pen pal type of business, where if you have a problem and we are unable to help, we will send it to another member who may be able to help. If you would like to join, please send a £10.00 cheque or postal order made payable to AMIGANUTS, 10 Hartington Road, Northan, Southampton SO14 0EY.
You will then receive your first newsletter. Please enclose a letter stating your strong points on AMOS and we will then be able to catalogue you in our help section.
Each time you help somebody, you will receive free disks from the Amiganuts library.

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GAMES

We're always getting letters (giggle) from you guys asking all sorts of (titter) zany questions about our private lives and our, y'know, inner secrets. So we thought – hey! Wouldn't it be cool if we did (fyuk), y'know, some sort of cool, profile-type things.

Who Do We Think We Are?

CAM WINSTANLEY

Star Sign: Leo
In 5 words, I'm: Reclusive and starved of affection
Fave ice cream: Ben and Jerry's Cherry Garcia
I'd defuse the Bosnian crisis by: Making the leaders box. Queensbury rules, natch
Dream date: Patricia Arquette
My idea of Hell is: The Glastonbury Festival
The pop star I'd most like to stalk is: Garth Brooks
No one knows I: Can exert mind control over Koi carp

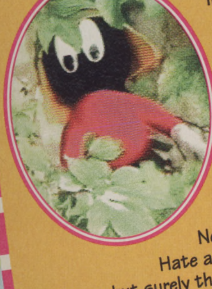
SUE HUNTLEY

Star Sign: Taurus
In 5 words, I'm: Queen of the Art Eds
Fave ice cream: Turkish Delight and Marshmallow
I'd defuse the Bosnian crisis by: Making them learn to live together
Dream date: Ralph Fiennes
My idea of Hell is: Being stuck in a lift with Morrissey
The pop star I'd most like to stalk is: Whigfield
No one knows I: Do a mean Tina Turner impersonation

STEVE FARAGHER

Star Sign: Sagittarius
In 5 words, I'm: Bright, bubbly, vivacious, charming, tall
Fave ice cream: Pistachio
I'd defuse the Bosnian crisis by: Having a tea party
My dream date is: Patricia Arquette
My idea of Hell is: Cam getting to Patricia Arquette first
The pop star I'd most like to stalk is: Michael Jackson
No one knows I: Wear women's underwear

JONATHAN NASH



Star Sign: Danger – Heavy Plant Crossing (Mulberry Heath 1956)
In 5 words, I'm: Going on to Question Three
Fave ice cream: Answering different questions like in that Two Ronnies' sketch from 1968
I'd defuse the Bosnian crisis by: Showing cartoons
My dream date is: Still dead
My idea of Hell is: The root of "Hello"
The pop star I'd most like to stalk is: I don't know any pop stars
No one knows I: Hate answering questions, but surely that's rapidly becoming obvious

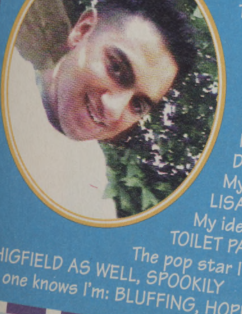
PAUL MELLERICK

Star Sign: Taurus
In 5 words, I'm: The best person ever born
Fave ice cream: Malibu and Bounty
I'd defuse the Bosnian crisis by: Blowing them all to smithereens
My dream date is: Uma Thurman
My idea of Hell is: Going bald before I'm 30
The pop star I'd most like to stalk is: Heather Small
No one knows I: Dunk biscuits in hot Ribena

JONATHAN DAVIES

Star Sign: c: \Aries.dir
In 5 words, I'm: A Belgian Kick-Boxing Champ (That's only four words. – Ed) Called Jonathan (That's six. – Ed)
Fave ice cream: Belgian Chocolate
I'd defuse the Bosnian crisis by: Kicking their asses
My dream date: Scully, but only if she dresses frumpily
My idea of Hell is: Lived out every day
The pop star I'd most like to stalk is: Any, as long as it ends in death
No one knows I: Edit PC magazines

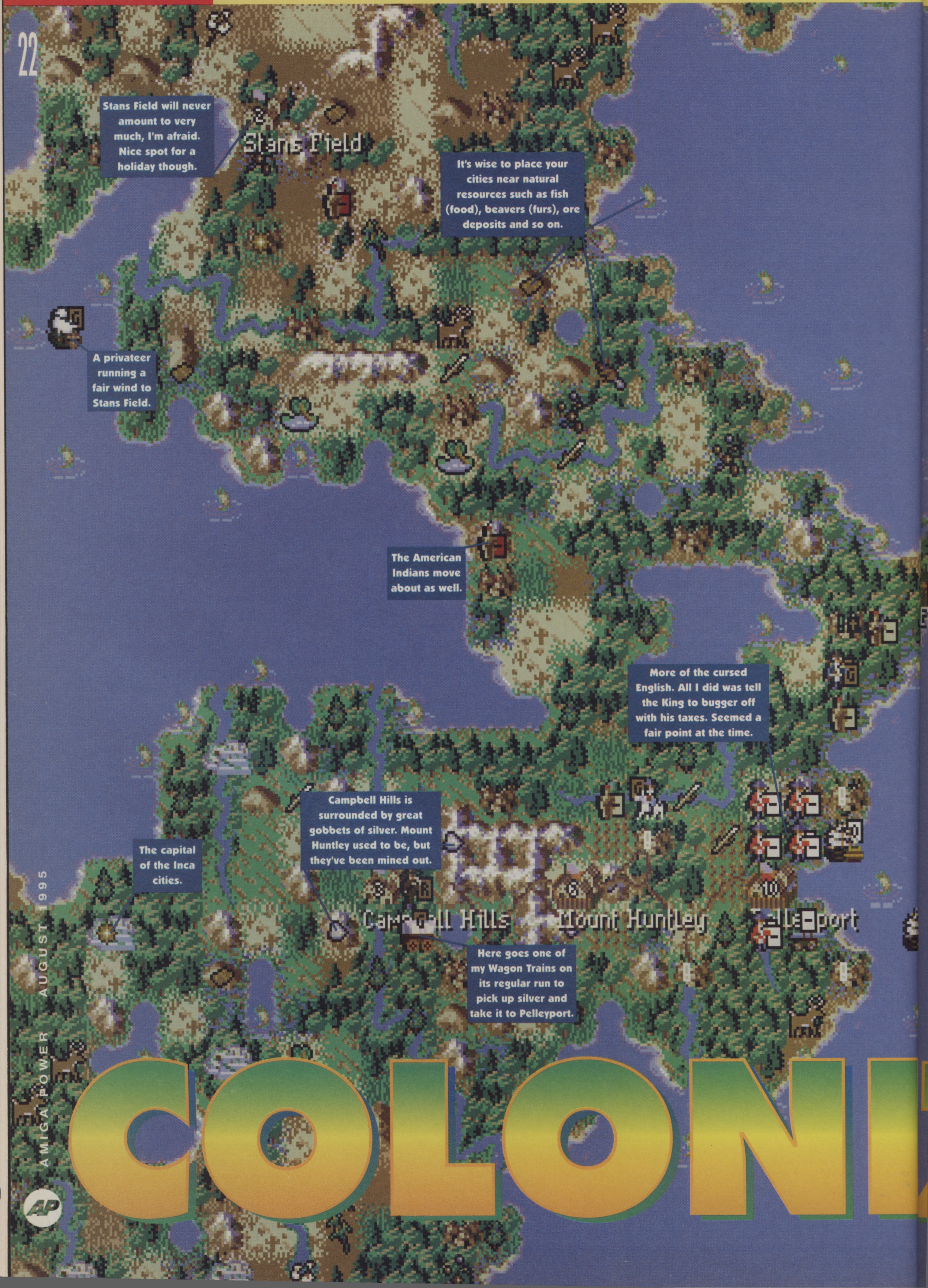
RICH PELLEY



Star Sign: PISCES
In 5 words, I'M: TERRIBLE AT THIS SORT OF THING
Fave ice cream: MINT CHOC CHIP
I'd defuse the Bosnian crisis by: HANDING OUT DETENTIONS
My dream date is: LISA SIMPSON
My idea of Hell is: RUNNING OUT OF TOILET PAPER
The pop star I'd most like to stalk is: WHIGFIELD AS WELL, SPOOKILY
No one knows I'm: BLUFFING, HOPEFULLY

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather get real jobs.



Stans Field will never amount to very much, I'm afraid. Nice spot for a holiday though.

It's wise to place your cities near natural resources such as fish (food), beavers (furs), ore deposits and so on.

A privateer running a fair wind to Stans Field.

The American Indians move about as well.

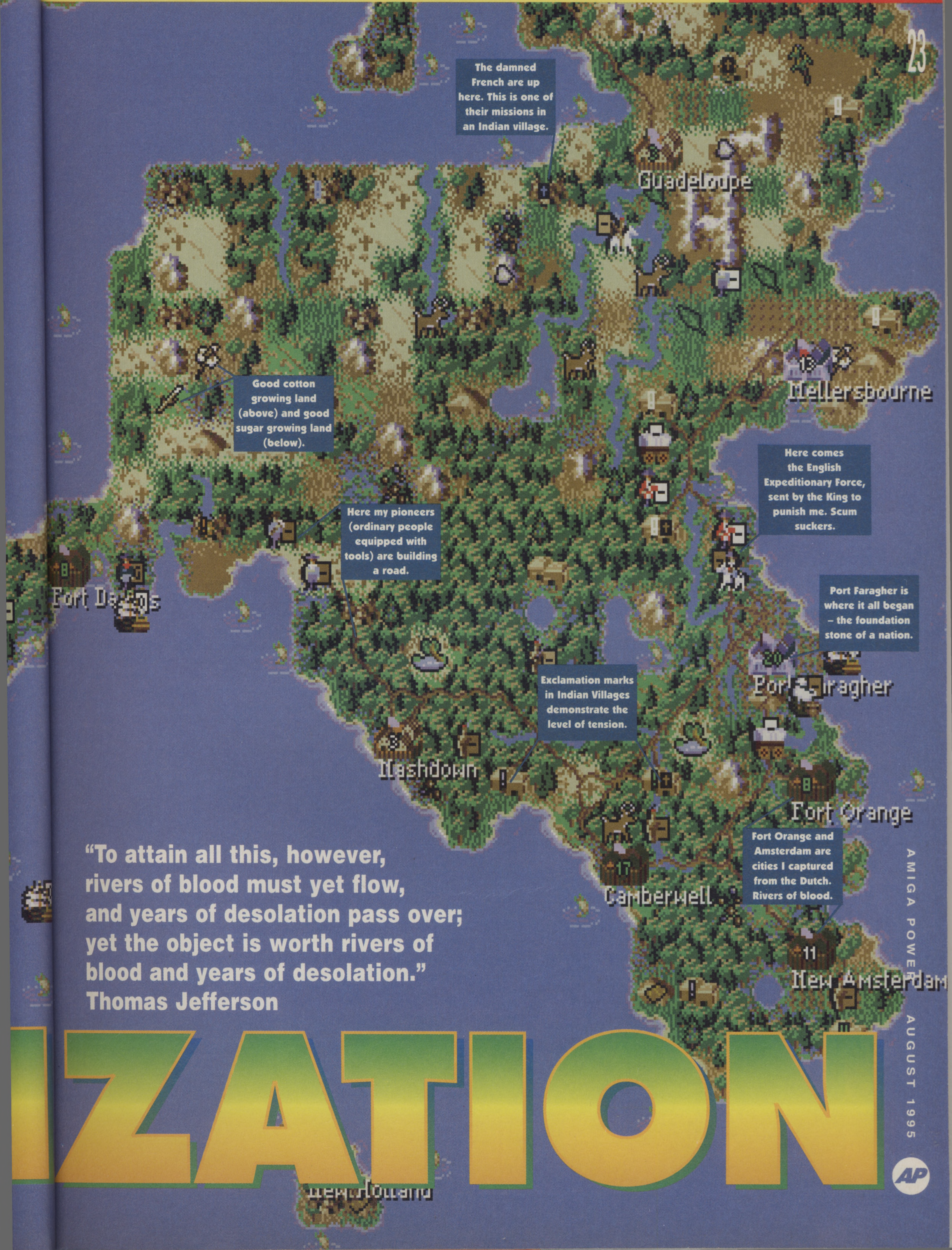
More of the cursed English. All I did was tell the King to bugger off with his taxes. Seemed a fair point at the time.

Campbell Hills is surrounded by great gobbets of silver. Mount Huntley used to be, but they've been mined out.

The capital of the Inca cities.

Here goes one of my Wagon Trains on its regular run to pick up silver and take it to Pelleyport.

COLONI


Guadeloupe
Mellersbourne
Port Faragher
Nashdown
Fort Orange
Camberwell
New Amsterdam

The damned French are up here. This is one of their missions in an Indian village.

Good cotton growing land (above) and good sugar growing land (below).

Here my pioneers (ordinary people equipped with tools) are building a road.

Here comes the English Expeditionary Force, sent by the King to punish me. Scum suckers.

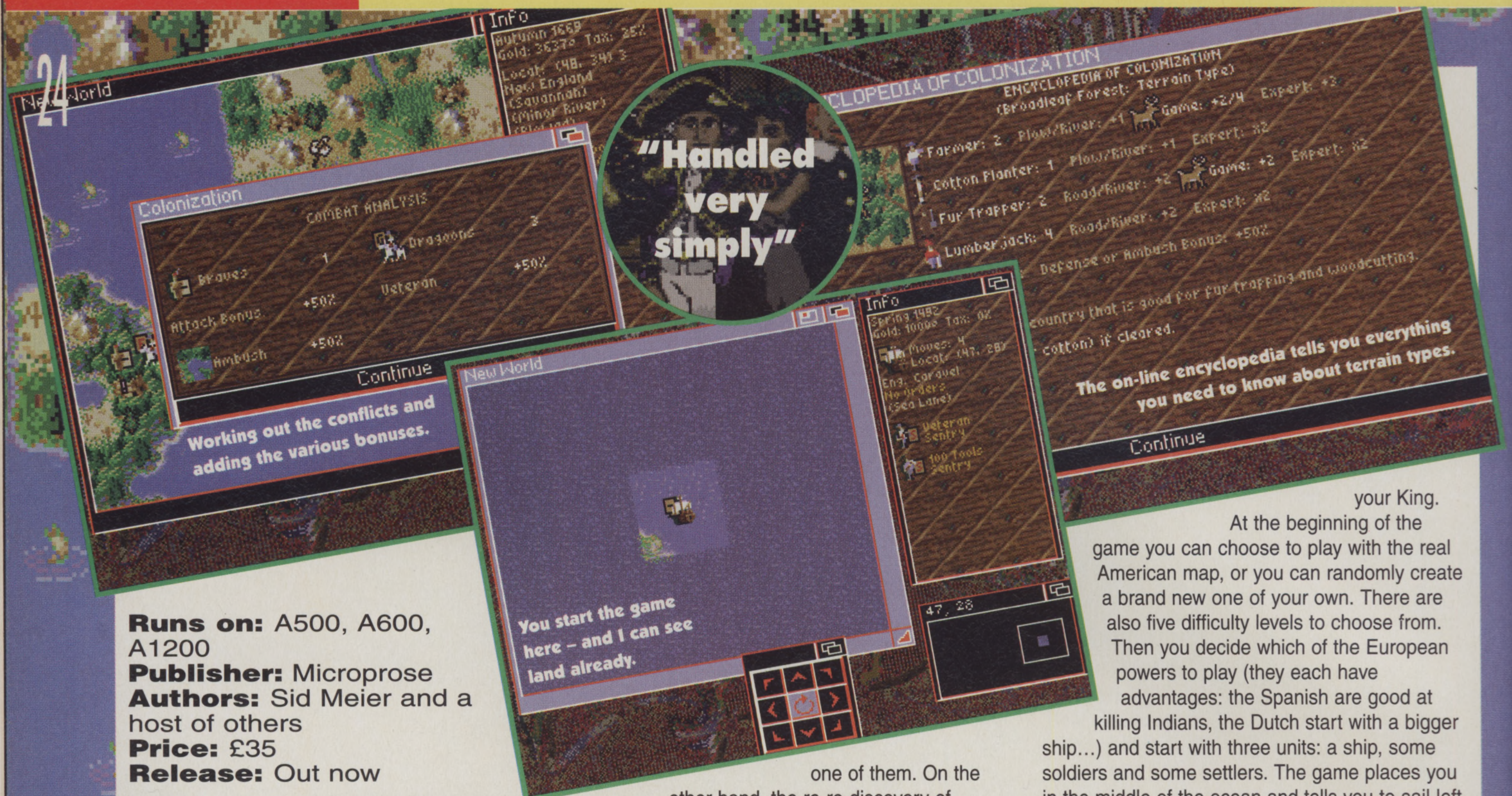
Port Faragher is where it all began – the foundation stone of a nation.

Exclamation marks in Indian Villages demonstrate the level of tension.

Fort Orange and Amsterdam are cities I captured from the Dutch. Rivers of blood.

> "To attain all this, however, rivers of blood must yet flow, and years of desolation pass over; yet the object is worth rivers of blood and years of desolation."
> Thomas Jefferson

IZATION


New World

Info
Autumn 1669
Gold: 36370 Tax: 28%
Locat: (48, 34) 3
New England
(Savannah)
(Minor River)

Colonization
COMBAT ANALYSIS
Braves 1
Dragoons 3
Veteran +50%
Attack Bonus +50%
Ambush +50%
Continue

Working out the conflicts and adding the various bonuses.

"Handled very simply"

ENCYCLOPEDIA OF COLONIZATION
ENCYCLOPEDIA OF COLONIZATION
(Broadleaf Forest: Terrain Type)
Game: +2/4 Expert: +3
Farmer: 2 Plow/River: +1
Cotton Planter: 1 Plow/River: +1 Expert: x2
Fur Trapper: 2 Road/River: +2 Game: +2 Expert: x2
Lumberjack: 4 Road/River: +2 Expert: x2
Defense or Ambush Bonus: +50%
country that is good for fur trapping and woodcutting.
cotton) if cleared.
Continue

The on-line encyclopedia tells you everything you need to know about terrain types.

New World

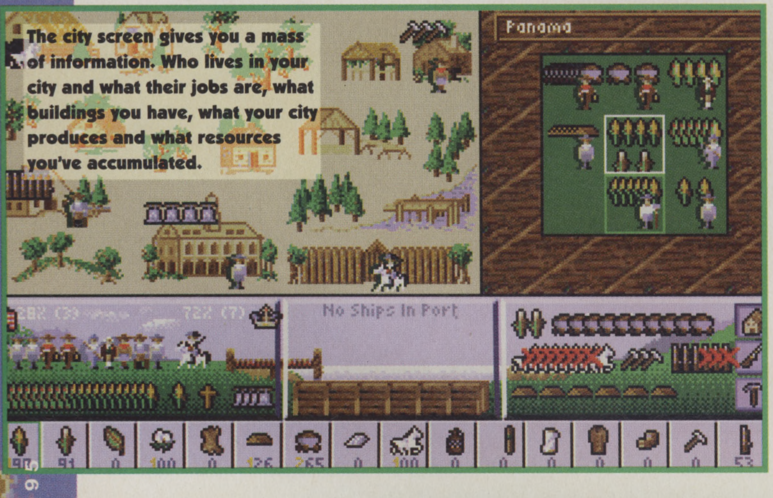
Info
Spring 1492
Gold: 1000 Tax: 0%
Moves: 4
Locat: (47, 28)
Eng. Caravel
No Orders
(Sea Lane)
Veteran
Sentry
100 Tools
Sentry

47, 28

You start the game here – and I can see land already.

Runs on: A500, A600, A1200
Publisher: Microprose
Authors: Sid Meier and a host of others
Price: £35
Release: Out now

There are only a few events that have significantly altered the course of history. The discovery of America by the Chinese in the dim, distant past was NOT one of them. The re-discovery of America by Erik the Viking in the 9th Century was also NOT one of them. On the other hand, the re-re-discovery of America in 1498 by Christopher Columbus WAS one. That's just the flukey nature of history for you, I suppose. The purchase of Commodore by Escom in 1995 may also be a significant moment in history, just as long as the supply of quality software doesn't dry up for the Amiga. Which is why it's a real delight to see *Colonization* being released not just on the A1200, but for all Amigas.


The city screen gives you a mass of information. Who lives in your city and what their jobs are, what buildings you have, what your city produces and what resources you've accumulated.

Panama
No Ships In Port

Colonization is fantastic. Rarely have I played a game with its depth, its scope, its dazzling vision and its addictiveness. The basic theme of the game is the colonisation (no, really) of America by the European powers of France, England, Holland and Spain. The aim is to achieve independence from your King.

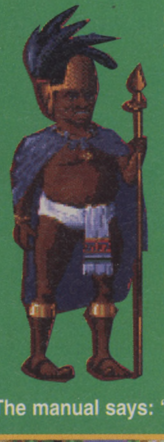
At the beginning of the game you can choose to play with the real American map, or you can randomly create a brand new one of your own. There are also five difficulty levels to choose from. Then you decide which of the European powers to play (they each have advantages: the Spanish are good at killing Indians, the Dutch start with a bigger ship…) and start with three units: a ship, some soldiers and some settlers. The game places you in the middle of the ocean and tells you to sail left. As you move your ship, more of the map becomes visible to you, and a couple of moves later, you sight land. Your soldiers and settlers disembark. You tell the settlers to build a city and the soldiers to guard it. You send the ship back to your home port in Europe and start to organise your city's production of things.

Colonization works in turns. You have your turn and then the three other Europeans and the American Indians have their go. During your go your settlers can explore more of the map, can produce things (of which more in a moment), can attack enemy units and settlements or, provided they have some tools, can build roads, clear forests or plough fields. The attacking and exploring elements are handled very simply. Each unit has one move (or possibly more if equipped with horses, travelling down a river or a road) and as it moves, more of the map gets explored and becomes visible. Moving onto a square occupied by an enemy makes you attack them and combat is then resolved depending on relative strengths, terrain, and a big glob of luck.

The main strategic element of the game is in production. Your settlers, as soon as they are part of a city, can produce various items from food

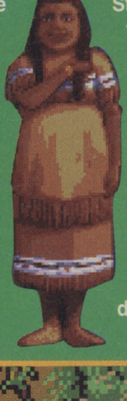
PC VERSION

Political Correctness, or intellectual fascism as we prefer to call it at AMIGA POWER, is slowly creeping into computer games. Colonization is all about exploiting the *("Native Americans" – Ed)* and as such is a perfectly fair representation of what went on. The manual, however, is full of praise for the civilizations that the colonists destroyed.



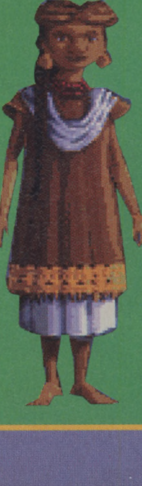
The Aztec

The manual says: "The Aztec were one of the two most advanced civilizations in the Americas..." The European settlers: Stole their land, destroyed their culture and butchered them.



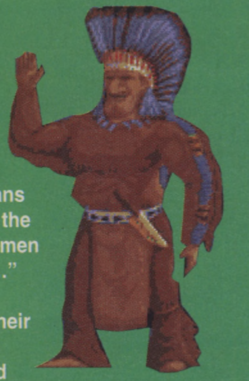
The Cherokee

The manual says: "The Cherokee were predominantly farmers." The European settlers: Stole their land, destroyed their culture and butchered them.



The Inca

The manual says: "Inca engineers built a vast system of roads, canals, aqueducts and terraces." The European settlers: Stole their land, destroyed their culture and butchered them.



The Sioux

The manual says: "For many people today, the American Indians of history are the superb horsemen of the plains..." The European settlers: Stole their land, destroyed their culture and butchered them.

Fort Davies

Fort Davies seems to be stuck out on its own a bit. Oh dear.

(necessary to existence) to lumber, sugar, ore, furs, silver and other such stuff. Even abstract goals are achieved by this production process: statesmen in your city produce liberty bells which count towards your eventual independence, preachers produce crosses which increase the religious freedom of your colony, encouraging more settlers to join you from your home country.

Any settler unit can be given any production job, although there are specialists who produce more – qualified types like master lumberjacks, fur-trappers and so on. As your cities grow you produce more buildings, some of which are then usable as factories to turn raw elements into more profitable items. In this way you might build a rum distillery which allows you to turn sugar into rum, which will reap you greater riches when you transport it by ship back to Europe. You can even build schools and universities which let your skilled settlers train up raw recruits.

As your colony grows, you find more and more sophistication to the game. After producing a certain quantities of liberty bells, for example, you can appoint a founding father to Congress. There are 25 of these founding fathers and each gives you an advantage. Henry Hudson increases the fur-trapping abilities of all your settlers by 100%, for example, while Pocahontas improves relationships with all the American Indian tribes.

Eventually you must declare independence, at which point the expeditionary army of your home land sails over and attacks you. Survive this onslaught, and the game is won.

Colonization offers hours and hours of entertainment. I played it for over a week to write this review and it commanded my total concentration all the time to play it once through. Because the game can be very different every time you play it, this means that *Colonization* is the sort of game you could play for ever.

● ***STEVE FARAGHER***

> **"Reap you greater riches"**

SUGGESTED LISTENING

In-game music is an EVIL SCEPTRE WIELDED BY THAT VILE SNAKE OF THE NETHERWORLD, or so we believe on AMIGA POWER. In fact the music in *Colonization* is (the reviewer nervously checks over his shoulder, conscious that he is breaking orthodoxy – a single, pale bead of sweat runs down his cheek) not all that bad, at least for the first half-hour or so, but we still recommend that you turn it off and listen to something else. Here are our suggestions.

The Leaving Song – Roger Whittaker

"There's a ship lies rigged and ready in the ha-a-rbour, tomorrow for old Eng-a-land she sails."
Great trading anthem.

Christopher Columbus – The Ink Spots

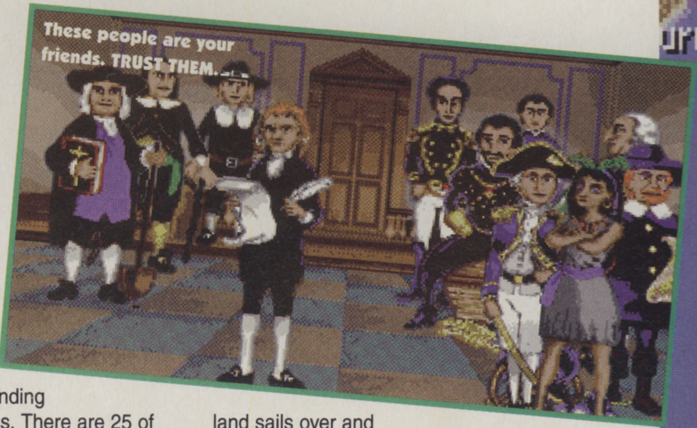
"Mis-ter Chris-to-pher Columbus (bom ba dom ba dom ba dom dom), he used rhythm as a compass (ba da ba da doop doop)."
Keeps you cheery while you're trying to find somewhere to establish your first colony.

Jim Bowie – The Dickies

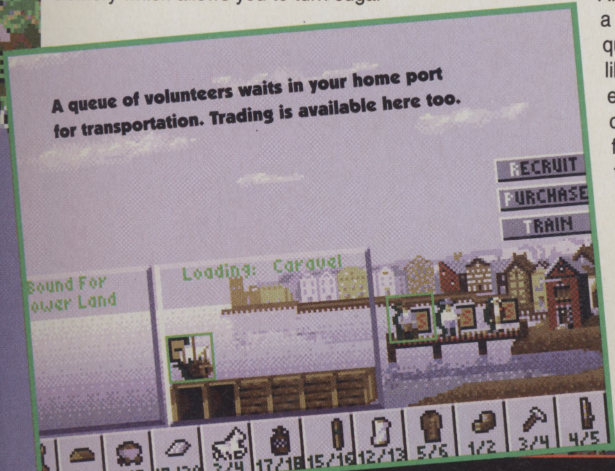
"Jim Bowieee, Jim Bowieee, Jim Bowieee."
Manic scouting song.

Battle of New Orleans – Lonnie Donegan

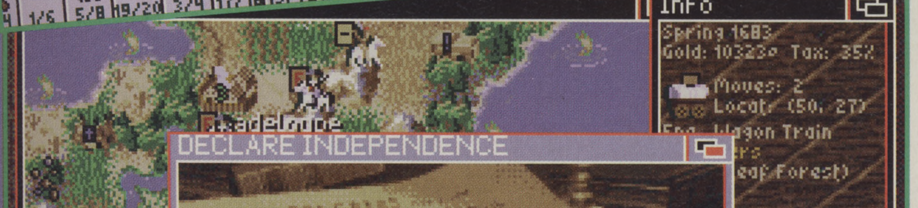
"We fired our guns and the British kept-a-coming, but there wasn't nigh as many as there was a while ago."
Inspiring stuff to keep spirits up once you've declared independence.



These people are your friends. TRUST THEM.



A queue of volunteers waits in your home port for transportation. Trading is available here too.



Spring 1683
Gold: 10323 Tax: 35%
Moves: 2
Locat: (50, 27)
Wagon Train
eaf Forest)

It's the moment we've all been waiting for. Bugger off, Kingy.

UPPERS Complex, sophisticated and fantastically easy to use, *Colonization* has to be one of the most thorough and finely crafted games I have ever seen.

DOWNERS It might be a bit tactical for some; there's not much 'action'. The French army got stuck behind an Indian village on a peninsula for over fifty years, which seemed a bit unfair on them.

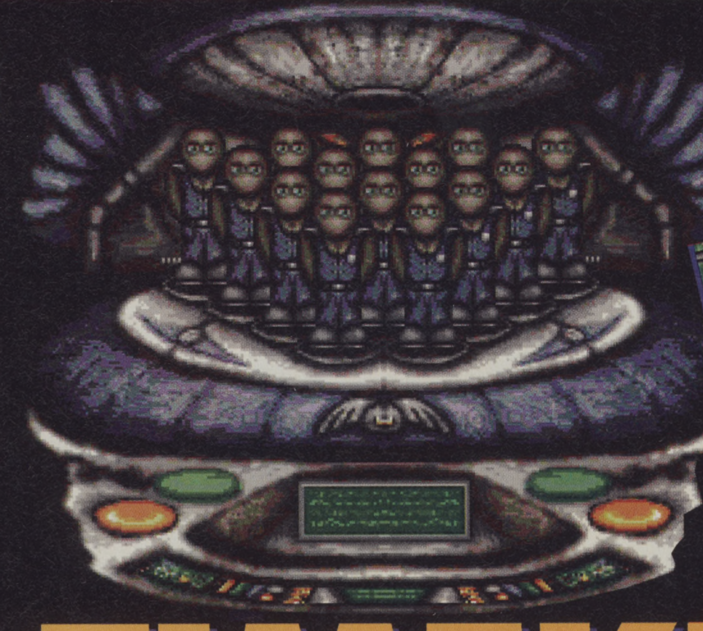
THE BOTTOM LINE

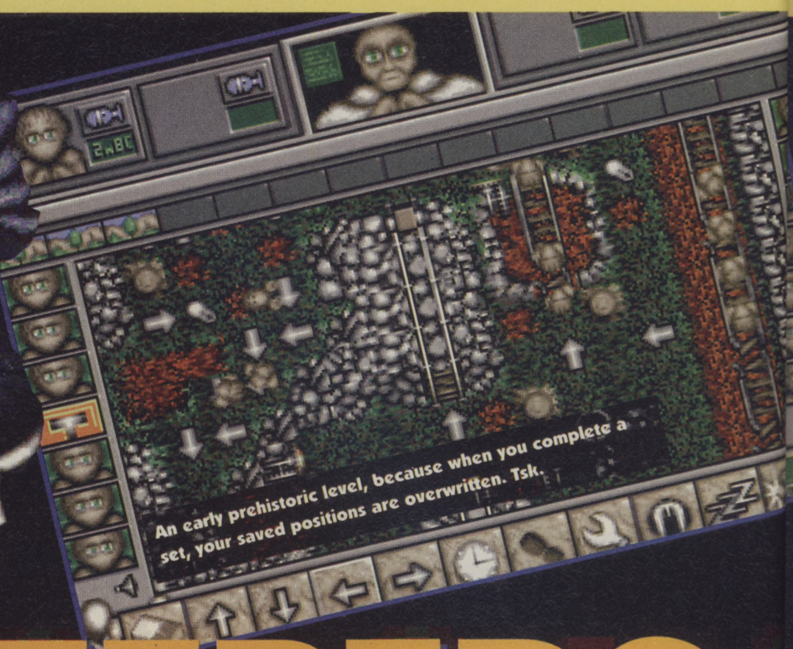
If you're at all intrigued by the sound of this game buy it immediately. It's the best sim game I've ever seen.

93 PERCENT

THE BOTTOM LINE

A1200 Every bit as splendid and superb and yet at the same time cleverly not more so (*Exactly the same then. – Ed).*





An early prehistoric level, because when you complete a set, your saved positions are overwritten. Tsk.

TIMEKEEPERS

Such suited lackeys who wait upon you at lunch and easily lose their tempors.

Runs on: A500, A600, A1200
Publisher: Vulcan
Price: £13
Authors: Lisa Tunnah (design), Paul Hale Carrington (code)
Release: Out now

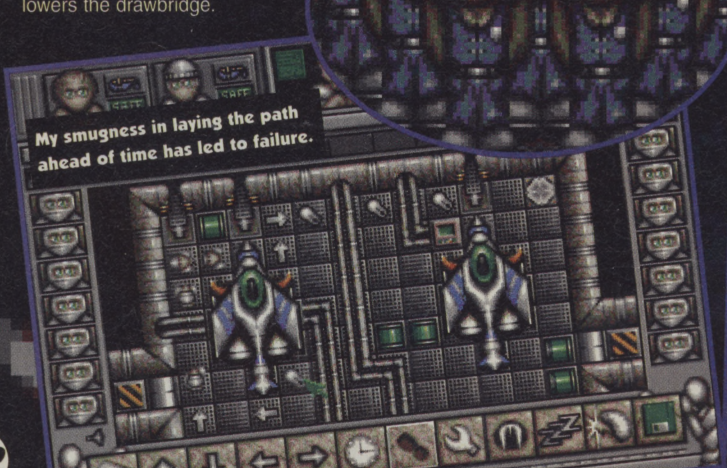
Let's say you own a small castle in the middle of Derbyshire. It's surrounded by a moat. Owing to an interesting disease, were you to fall in the moat you would die. How do you leave the castle? (Having been airlifted there by a Huey UH-1N, the type of helicopter used extensively in Vietnam, or you were born there, or something, look, it's a metaphor, leave me alone.) You employ two firms to solve the problem. The first laboriously builds a series of platforms leading up from the courtyard, angling diagonally between the walls until it crests the parapet, leaning at a shallow angle over the water eventually to reach the ground. The second firm presses a button and lowers the drawbridge.

This, then, is the fundamental difference between *Lemmings* and *Timekeepers*, apart from the disparate viewpoints and contrasting graphical styles. And the calculation of expendables, and the use of monsters. (And the booby traps.) Lemmings 'make', but timekeepers 'do'. I much prefer Vulcan's approach: for me, the crushingly pedantic reliance upon pixel-perfect lem placement soiled the first *Lemmings*, and by the third game provoked wishes of violent death for the programmers. No such problems in *Timekeepers* – everything's done in squares, so you can only alter the route, not change the landscape. Further pleasantness comes in the solidity of the little blokes (the tims, if you will). *(And you, I fear, will. – Ed.)* There's never a confusing morass of threshing bodies, because if one tim hits another, he turns away. Nor is there a time limit, or lock on the number of

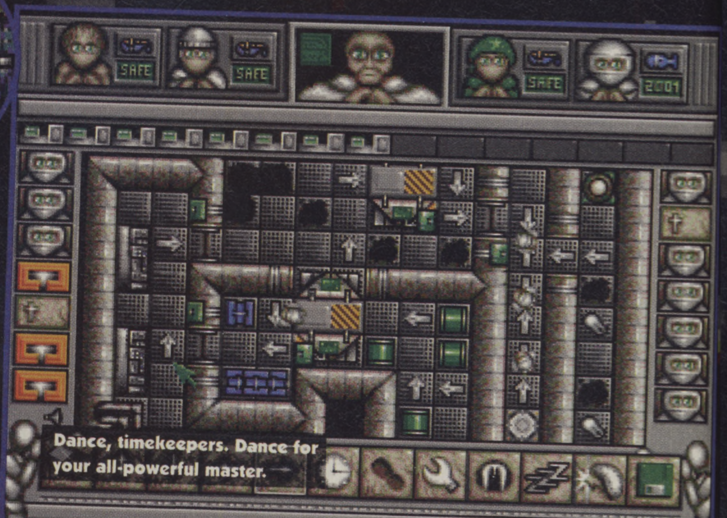
icons you can place upon the board. (You influence the tims by laying commands in their paths – the four directions, a clock to stop them awhile, a foot to oblige them to jump, a, er, 'doing action', a, um, (cripes) 'being aggressive' and a rubber to erase unwanted instructions.) In all, nothing that is out of your control appears in the game.

TUCKER

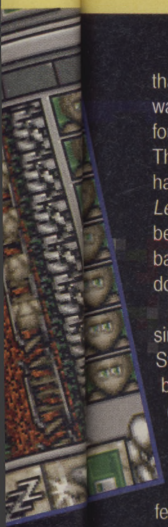
We'll now step through as if playing a level of the game in the fine tradition of AMIGA POWER, and not because it's eight o' clock in the evening but ludicrously still too hot to think of something clever, having instead to use old jokes and probably resort to the 'as well' device to append a sudden fact that won't easily fit where it should but can't reasonably be omitted. The screen appears. It is overpoweringly green and brown except on the space levels where there is some dingy silver. "Platoon ready," barks the overseer in one of only three pieces of speech in the game. (Phew.) You have a moment to spot obvious traps as the tims blink into existence, but can't access the icons until the last one appears and the tims look up at you. At



My smugness in laying the path ahead of time has led to failure.



Dance, timekeepers. Dance for your all-powerful master.



that moment they pause for half a second and start walking. If you've not been quick enough, three or four of the sixteen instantly fall down some holes. This is by far the worst part of the game and harkens unnecessarily to the panicky reflex of *Lemmings*. Fortunate, then, that you have indeed been quick enough. Your tims are safely tottering back and forth. An apposite time to scroll up and down the level, so you do.

A plan begins to take shape. You coax a single tim from the pack and set him to work. Switches are thrown, doors opened, holes bounded over, a monster shouted into submission (one of a number of entertaining and curiously affecting animations) and the exit pinpointed. But, of course, circumvented, because the one-way door trap your tim tripped means his fellows would be stuck. Instead you carry on down the corridor and open a second path. Only now do you arrange the rest of the platoon, sitting back in satisfaction as they spring dutifully around your track finally to escape. A pity that your trailblazer tim carried on unchecked to fall down a hole, but you know from an introductory message how many tims you can afford to lose before reaching the final level of the fifteen in each section (in this last you don't escape, but have to guide four or five tims simultaneously to defuse bombs) and can return at any point to an earlier one to save more. Death is not the end.

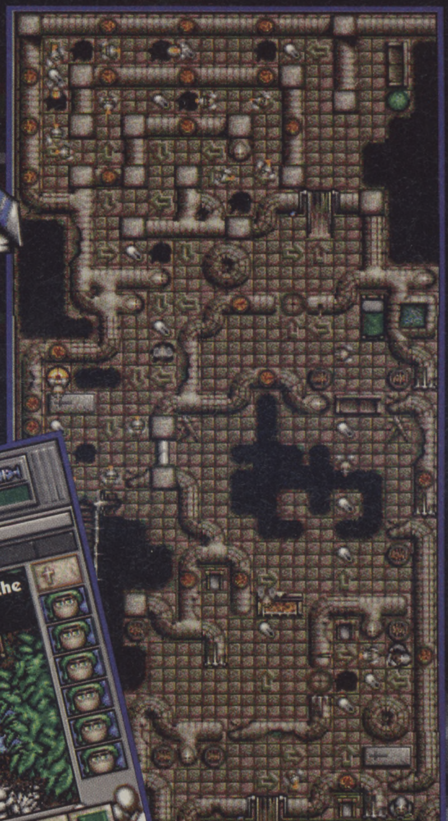
NORRIS

This is is the brilliant thing about *Timekeepers*: the levels are amazingly complicated but only four or five screens long. Typically you'll pass the same point three times, each time in a different direction searching for a different switch, but because everything's packed tight you don't slip into feeling you're plodding back and forth. There's obviously an element of being led by the nose, but after a couple of introductory mazes Vulcan start putting in deliberately drawn-out dead ends. And alternative routes that get the doors open, but trap your trailblazer. (You can always save him, which is a Good Thing. Whereas *Lemmings* had a hundred of the blighters whose passing was marked by a figure decreasing, *Timekeepers'* sixteen blokes get individual portraits in the border. When one gets killed, his picture fills in with a cross. Truly, where lems are numbers, tims evoke feelings of empathy. I wanted them to win. Especially when they got flummoxed and leaned back and looked up and blinked twice.) And exciting-looking bridges and vehicles that painstakingly deliver the tims into minefields. Damn them.

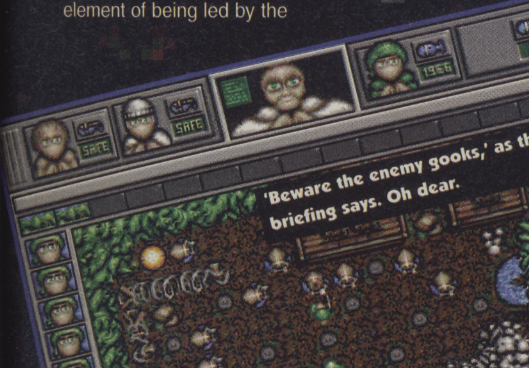
The bad thing about *Timekeepers* is this: there's nothing to take you by surprise. The first of a new set of levels is always a massacre, because you don't know what's jumpable, what's fightable and what kills you on contact. In space, for instance, I was baffled by a set of what I took to be mines impeding my egress (a word, incidentally, that hung above the exit in PT Barnum's show tent. When it became too full, Barnum would shout "To the egress!" and lead an excited crowd to the curtained doorway, reasoning they would excuse the trick for its roguish ingenuity. And he ended up being played by Michael Crawford, so there you go). Only by chance did I attempt to fight one, so discovering it was an 'alien embryo'. (But which – curses – left holes in the deck, necessitating watchfulness and quick jump placement.) Once you've identified the players, you can count on the game not piping up with something new before the next 'zone', which is strangely disappointing.

Remember those number puzzles, with a fringed square of plastic and tiles numbered one to fifteen and a gap? You might have one in a drawer somewhere, or perhaps in a box under some old clothes. Such a puzzle is a fine metaphor for *Timekeepers*: apparently simple, fiendishly complicated but with a compelling quality to it. I was never irritated by the game, but would always concede defeat gracefully, only to return with renewed library books and vigour. It is cheering to see that Vulcan's mission as a company – to impress us – has succeeded. We like Vulcan. They are impeccably polite. They don't take reviews personally, were sporting enough to let us put *It's a Skull* on the coverdisk and don't beat their wife. We just wish they wouldn't release such poor games as *Valhalla* and its sequel. We'd in fact prefer them to carry on writing games like *Timekeepers*, which is terrific fun (and apparently set for a data disk frenzy). And the box is really sweet as well.

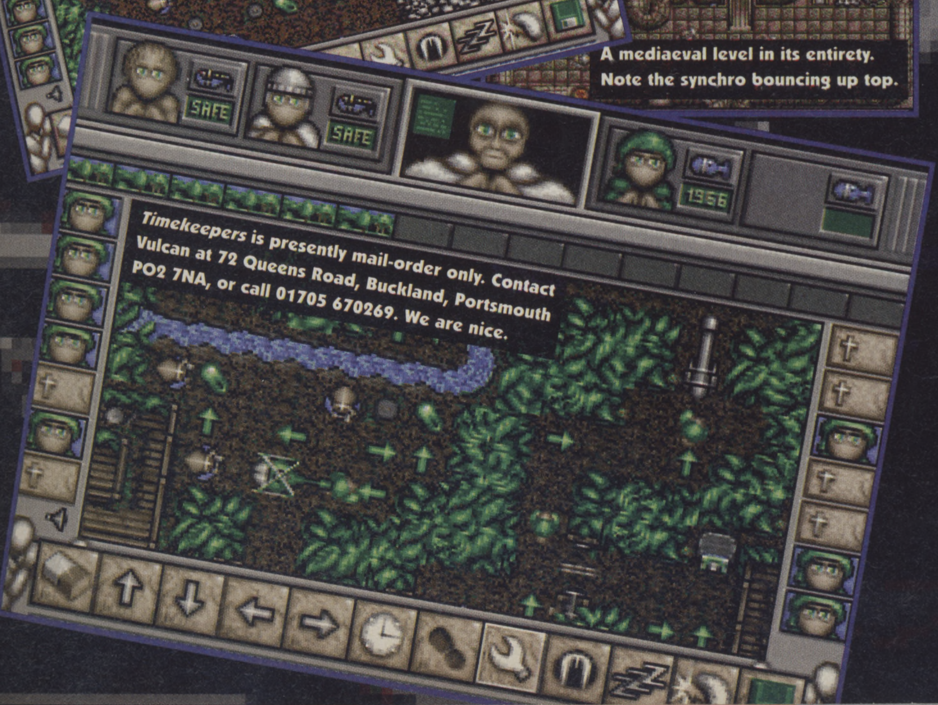
● *JONATHAN NASH*



A mediaeval level in its entirety. Note the synchro bouncing up top.



'Beware the enemy gooks,' as the briefing says. Oh dear.



Timekeepers is presently mail-order only. Contact Vulcan at 72 Queens Road, Buckland, Portsmouth PO2 7NA, or call 01705 670269. We are nice.

UPPERS Beguilingly complex puzzle game in the *Lemmings* mould, but without any of the gruesomely annoying mess/pedantry faults. Four 'time zones' break up the sixty levels quite nicely, thank you. Laudably fair, but splendidly fiendish with it. Alarmingly absorbing. The space levels have a Joe 90 sound-effect playing in the background. It's hard drive-installable.

DOWNERS You'll extremely rarely need to use more than one tim to open a route for the others. It's (necessarily) slow-moving. After you've divined the 'rhythm' of the design, you'll seldom go wrong. There's a complete lack of urgency. (But I found that pleasantly different.) Only one save slot, which lets you move through levels, but not 'zones'. (Sigh.) It's all a bit brown. And green.

THE BOTTOM LINE

Timekeepers is a lot like that batch of ball-deflection games a few years ago – *Deflektor, A Whole New Ball Game* and the like. There's no screaming craving to see the next screen: it's more a lazy Sunday game. There's a real pleasure in outwitting the thing, but the lack of evolution between levels is going to put people off. (Each 'zone' really has the same obstacles, but with different graphics.) Heck, I loved it.

82 PERCENT

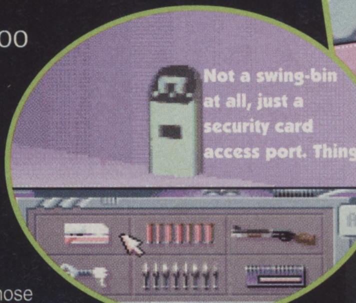
THE BOTTOM LINE

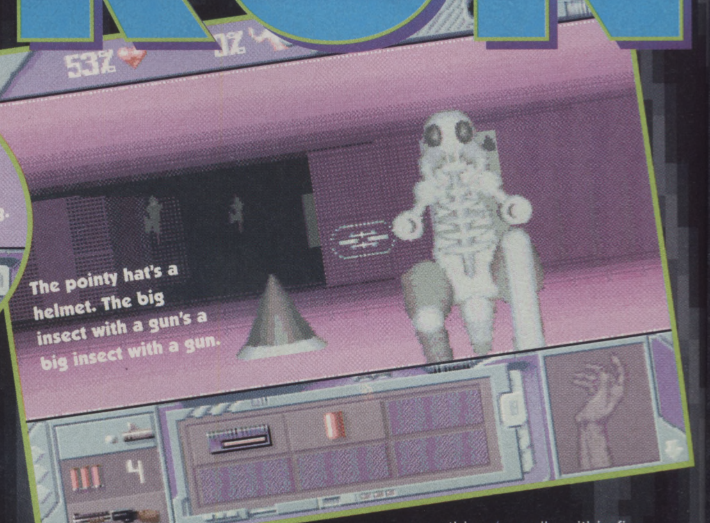
A1200 It is as different as is this piece of paper from this other piece of paper that is identical to the first piece of paper, only more so.

BEHIND T IRON

Straight is the gate and narrow is the way that leads into life, and few there are that find it...

Runs on: A500, A600, A1200
Publisher: Black Legend
Author: Ego
Price: £25
Release: July

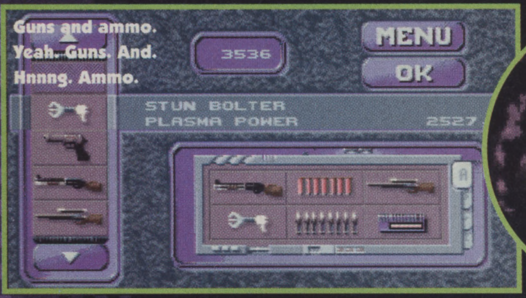

Not a swing-bin at all, just a security card access port. Thing.



The pointy hat's a helmet. The big insect with a gun's a big insect with a gun.

Two things spring instantly to that lumpy bit at the front of my brain whose name I've temporarily forgotten but which deals with piping images to that other bit of my brain whose name evades me at the moment but which is all to do with, erm well, remembering things. Two things – Streetfighter Two the movie, and *Embryo* the game.

SF2 the movie reminds me of *Behind the Iron Gate* because it's a film that chugs through 90 minutes at a single pace. From start to finish, each scene's as speedy as the previous, so the climax goes unnoticed amid this blur of action, and therefore scores a very low mark on the thrill-ometer. So you could argue that it's not Kylie, or the terrible script, or the bad acting, or the pitiful fight scenes, or even the shoddy production values that make SF2 a terrible movie, it's the pace that kills it.



Guns and ammo. Yeah. Guns. And. Hnnng. Ammo.

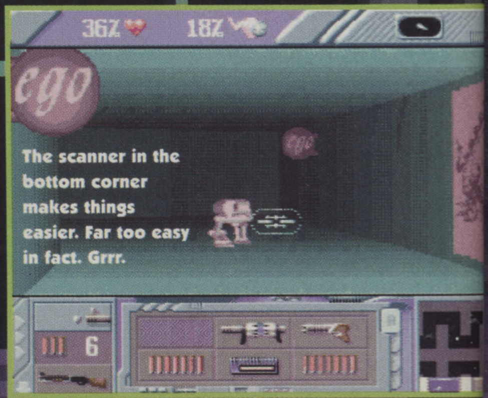
> "You've got mere seconds to reach"

The pace kills *Behind the Iron Gate* for exactly the opposite reason, as it's either frantic or grass-growingly slow. Most levels start fast and funky, with monsters running around all over the place and you desperately trying to find a quiet moment to pick up some extra ammo or reload a gun, which is fun. Once you've shot everything (usually within five minutes), that's it for excitement and you're left with the tedium of finding keys, unlocking doors and generally finishing the level. After ages of this, you've got the final task of activating a bomb and rushing to the exit. In theory this is an exciting finale, in reality, it's just too much to handle. Start, stop, snooze, rush – it's not a fun pace.

IRON HORSE?

Embryo (AP43, 62%) was a game also by Black Legend that I reviewed last year. It should have been a stonkingly fast and furious 3D shoot-'em-up, a sort of flight sim without the technical side, but because all the enemies needed a stupid amount of hits before they blew up, it was just too hard. Any nine year old child could have told them that, but I guess, like most software companies, the game was tested by in-house playtesters who were far too close to the game to realise it.

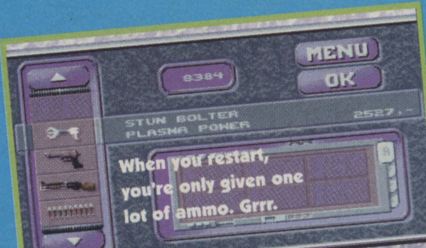
I suspect the same's true of *Behind the Iron Gate*, which contains a whole host of glaringly obvious problems (what software producers call "unique gameplay features") that hit you the very first time you play it. It'll never be a great game, but a little



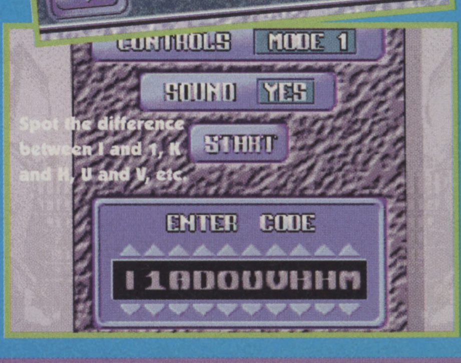
The scanner in the bottom corner makes things easier. Far too easy in fact. Grrr.

GRRRRR...

Okay programming team, let's make sure we've done our best to annoy the players as much as we can. Ready?
Won't recognise a second disk drive?
Check.
Has a needlessly long passcode...
Check.
...that you can't type in, so have to revert to tediously scrolling through the alphabet...
Yup, got that one.
...and that if it's wrong, will instantly send you to level one, so you have to let it load and escape out again.
That's in too.
And even with all these digits, the code doesn't store what equipment you had your last game.
It's all in there.
You have done well my tiny minions.
Punishment is withheld.
Oh joy, etc.

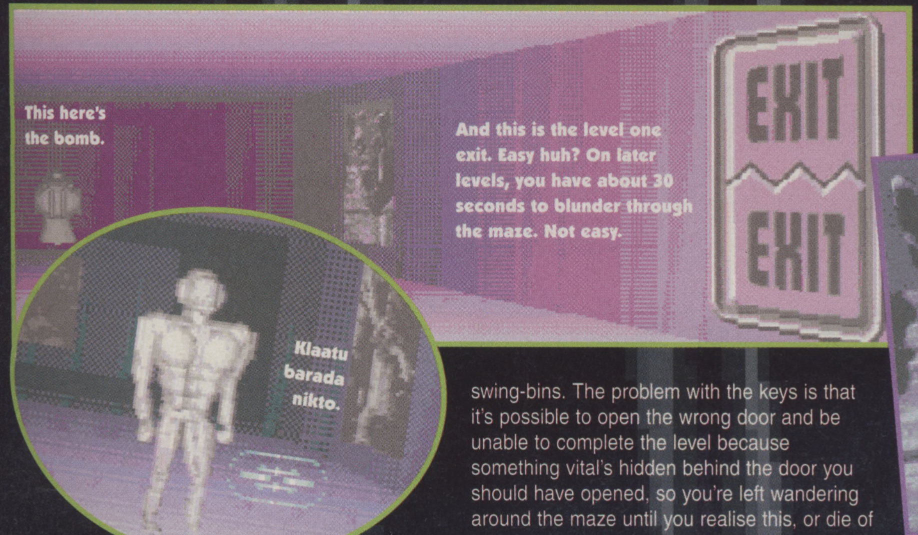


When you restart, you're only given one lot of ammo. Grrr.



Spot the difference between I and 1, K and H, U and V, etc.

Here we stand, quite literally, behind an iron gate.



This here's the bomb.

And this is the level one exit. Easy huh? On later levels, you have about 30 seconds to blunder through the maze. Not easy.

Klaatu barada nikto.

more thought could have improved this massively.

The idea's simple – pick up guns and ammo to snuff the monsters, pick up keys and security passes for gates, pick up food and armour to stay in shape. Run around, find a bomb, find the exit, then set off the bomb and dash out. I'll take them one at a time.

Like real life, the weapons are great, with great sounding lasers and shotguns. With four options for arrow key/mouse combinations, you can find one to suit you, although I favoured moving with the arrows and waggling the gunsights around with the mouse. By the time you get to level four, you're loaded up to the eyeballs with guns and ammo and ready to face anything, but due to a dumb pass code system, if you want to restart from a later level rather than playing through, you're only given the option to buy one of everything, including ammo packs. This is a moronic oversight.

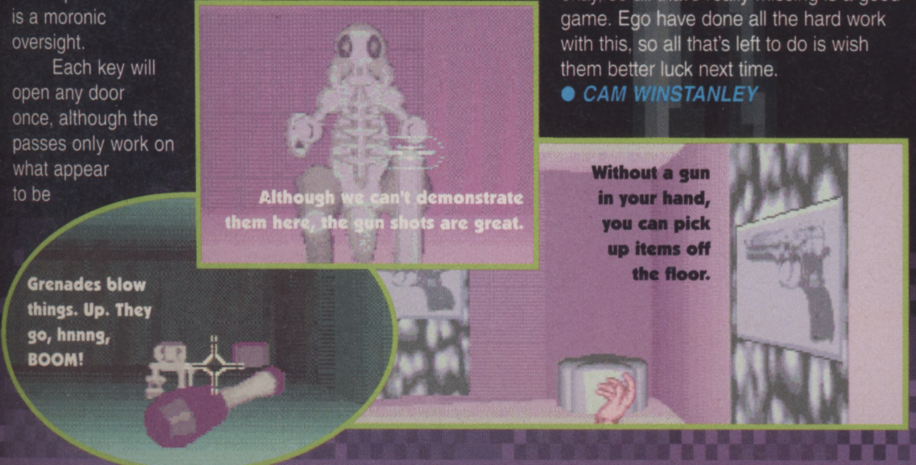
Each key will open any door once, although the passes only work on what appear to be swing-bins. The problem with the keys is that it's possible to open the wrong door and be unable to complete the level because something vital's hidden behind the door you should have opened, so you're left wandering around the maze until you realise this, or die of boredom.

IRON MAN?

The food keeps your strength up (obviously) and that leaves us with that bomb/exit thing. So long as the monsters don't kill you, you can take as long as you like to find everything, but once you've activated the bomb, you've got mere seconds to reach the exit. Unfortunately (and this is the crux of the game's poorness), due to the featureless mazes, if you bump into a wall or get momentarily disoriented in these blank-walled mazes, then the bomb goes off and you die. One slip up, that's all it takes, and it's game over.

Obviously this isn't *Doom* on the Amiga, but it is a vast improvement over *Dungeon Master* type games where you jump forwards a block at a time, and it also runs on all types of Amiga. The running speed's good, the monster graphics are good and despite being completely plain, even the 3D works okay, so all that's really missing is a good game. Ego have done all the hard work with this, so all that's left to do is wish them better luck next time.

● *CAM WINSTANLEY*

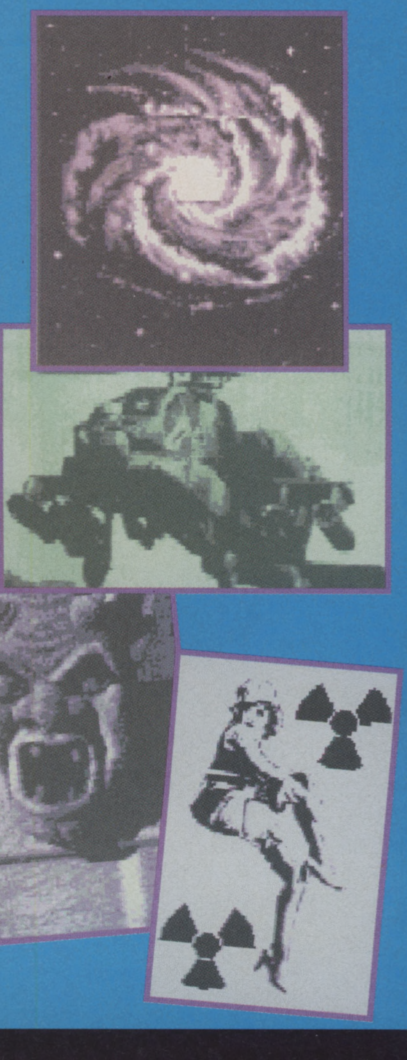


Although we can't demonstrate them here, the gun shots are great.

Without a gun in your hand, you can pick up items off the floor.

Grenades blow things. Up. They go, hnnng, BOOM!

To help you negotiate around the textureless mazes, different sections have different pictures on the walls. It almost works.



UPPERS An extremely fast engine, fantastic control system and a good line in spooky monsters over 25 levels that'll take you ages to get through.

DOWNERS Everything after level two seems to have been designed to baffle and annoy the players. The code system's fatally flawed, there's not enough detail to guide you around and the start/stop pace of the game quickly gets tedious.

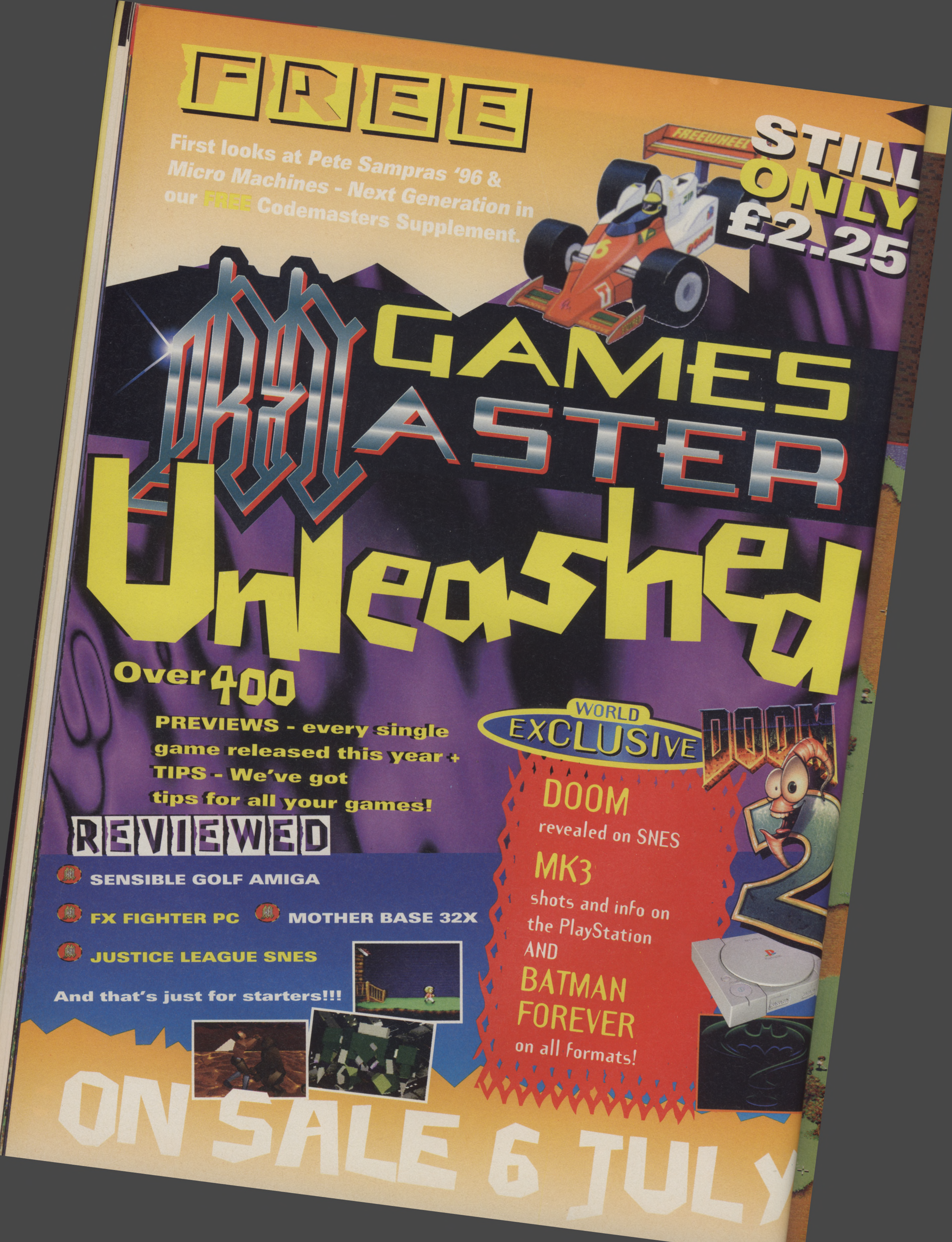
THE BOTTOM LINE

It's a noble effort to try a *Doom* style game for standard Amigas, and this almost works. Unfortunately, it's let down technically by not enough screen detail and that combines with some wholly irredeemable game flaws to make later levels a chore rather than challenging. You'll have fun for a bit, but end up leaving *BTIG* at the back of your toy-cupboard.

55 PERCENT

THE BOTTOM LINE

A1200 Astonishingly, it's the same speed on the 1200 as a 500. That's very fast, so hooray for the aging A500.



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- JUSTICE LEAGUE SNES

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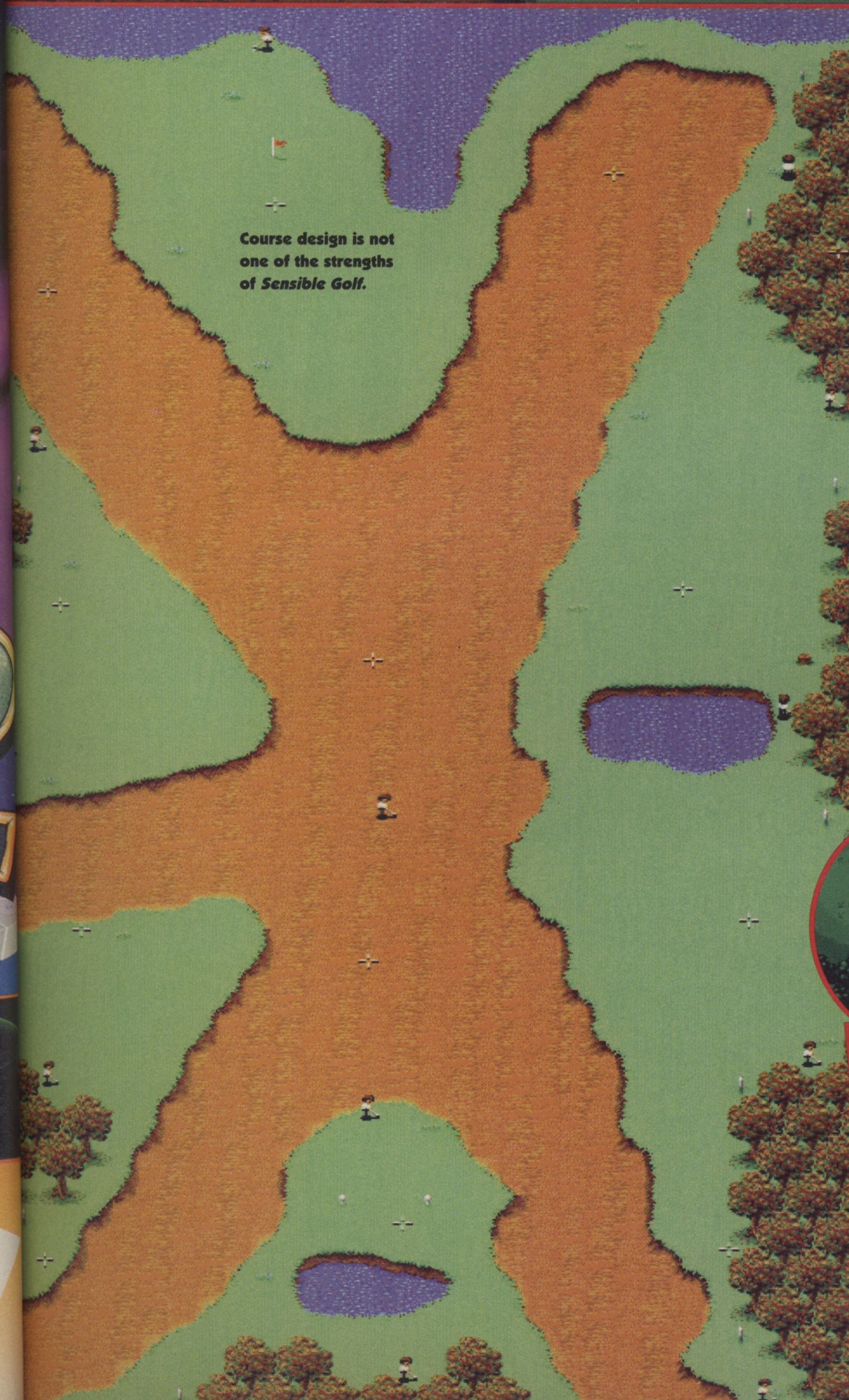
ON SALE 6 JULY

SENSIBLE GOLF

So farewell then Sensible Software. You were kids, who became rich, at our expense. But at least you had fun.



Course design is not one of the strengths of *Sensible Golf.*

Runs On: All Amigas
Publisher: Virgin Interactive Entertainment
Authors: Sensible Software
Price: £30
Release: Out now

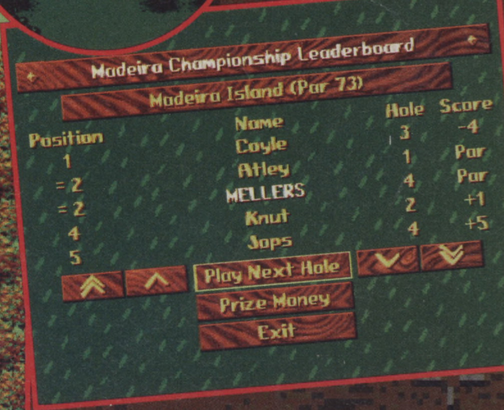
It's with a heavy heart and real sense of sorrow that we present to you now the last ever Amiga game Sensible intend to release. Part of this sadness has to do with the fact that over the years, they've come up with many of the best games on the Amiga, and one or two of the best games of all time, but now all that's at an end. But most of the sorrow is to do with the fact that even though *Sensible Golf* is Sensible's final Amiga blow-out farewell tour game, it has none of the flair, fun, imagination or even competence of any of the other Sensible games. It smacks of compromise and cashing-in which, from a company most famous for the number of sports cars they own, is a little bit sickening.

We've been charting the chequered history of *Sensible Golf* for ages now, through our Diary of a Game, and way back when we started, it was clear that the idea was to take the *Cannon Fodder* game engine, bolt on a golf control system and get it in the shops for Christmas. Needless to say, that never happened.

In fact, round about Christmas, they chucked out most of what they'd already done and started again. And it's this version of *Sensi Golf* that they've got to show for five months of frenzied work. Much of what was good in the '94 version has gone, many proposed features have been dropped and compromises seem to have been made in every part of the game. But hey, it's finally out.

This isn't a golf sim, it's more a sort of golf game. It's challenging and tricky in parts, but the ➤

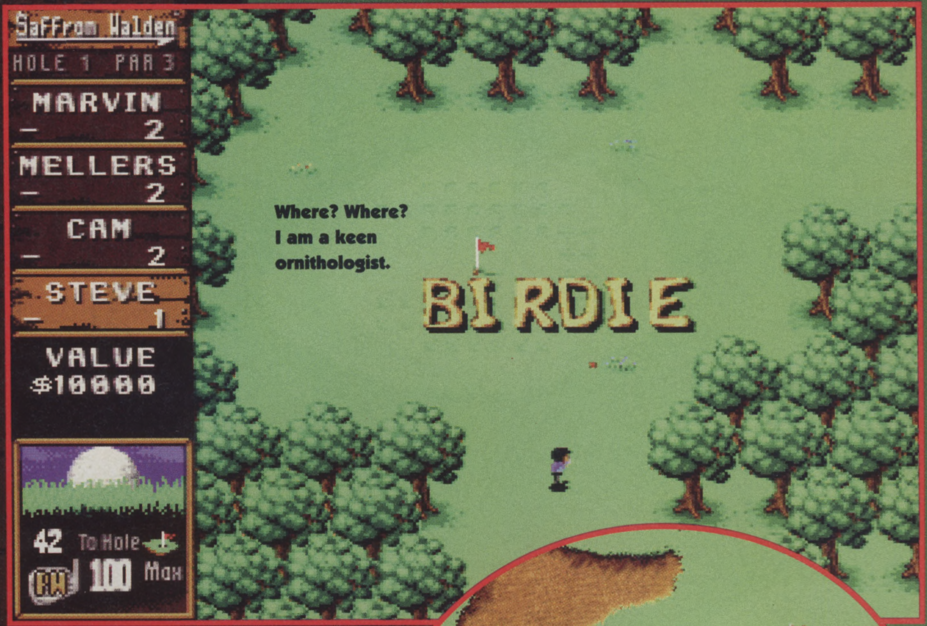
"Final Amiga blow-out farewell"



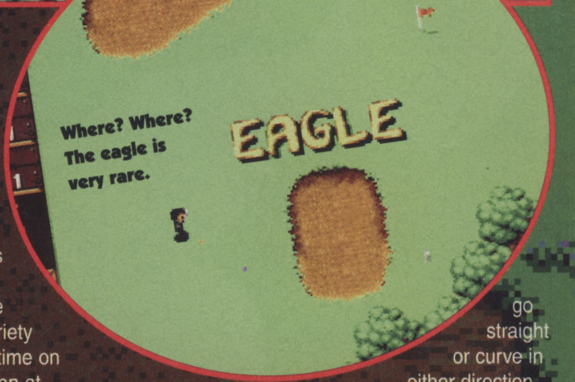
Madeira Championship Leaderboard

Madeira Island (Par 73)

Position	Name	Hole	Score
1	Coyle	3	-4
=2	Atley	1	Par
=2	MELLERS	4	Par
4	Knut	2	+1
5	Jops	4	+5



Where? Where? I am a keen ornithologist.



Where? Where? The eagle is very rare.

game's main purpose is to make playing the game fun and, if you get a few friends together, it sort of works. Sort of.

There are 72 holes in the game and 25 courses. Now anyone who knows even the smallest amount about golf knows that there're 18 holes on each course, and 25 times 18 equals... (tap, tap, tap, tappetty, tap) 450 holes. This glaring discrepancy is explained by each course being made up of a selection of the holes, which gives you some degree of variety while at the same time giving Sensi more time on the real fairway when they should have been at work designing extra holes. And when you look at the 72 holes, you'll see that around half of them are just subtle reworkings of the other half, so instead of the apparent 450 vastly different holes in the game, you've actually only got around 40. Hmm.

THWACK

Golf games, like point-and-click adventures, have fairly standard interfaces, and *Sensi Golf* goes for the one where you press fire once to start the swing, a second time to stop the power bar going up and a third time on the way down to make it go straight or curve in either direction.

It's a good method and tests both your reactions and planning abilities, as if you really want to try a curve ball (or whatever the non-baseball term is) (*Hook or slice, depending on direction. – Ed*) you've got to get it spot-on. Still, *PGA Golf* and *Nick Faldo's Golf* have many more refinements than this, adding to the feel of the game and giving you more scope to experiment with stance, cope with blustery wind conditions, and all that malarky.

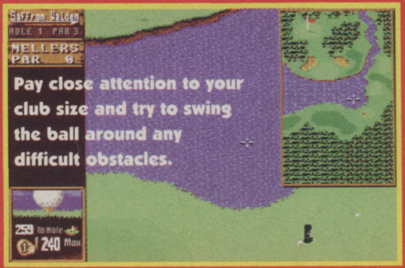
Right, so you've hit the ball, perfectly and it's sailed down the middle of the fairway – cracking shot, mate. With your next shot, you repeat the process (unless of course, you're right up against some trees that block your shot, and can't quite chip the ball over but at the same time find it terribly hard to knock it away from the trees because the screen won't scroll away from the hole and show you where you should hit it) and eventually get on the green after a couple more. Well, excitement-junkies, then it's time to break out – THE PUTTER.

This is always the hardest part of any golf game (in real life too) and because *Sensi Golf*'s viewed from above instead of the usual ground-level perspective, it's got the problem of showing the green's contours. It copes with this with little arrows pointing all over the place to show which bits slope in which direction, and it's here that *Sensi Golf* hits more

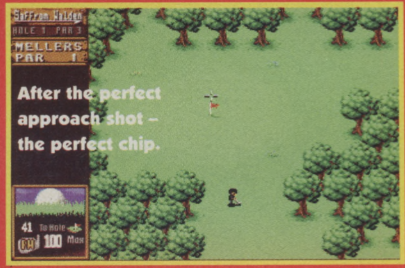
> **"Subtle reworkings of the other half"**

IT WENT STRAIGHT DOWN THE MIDDLE

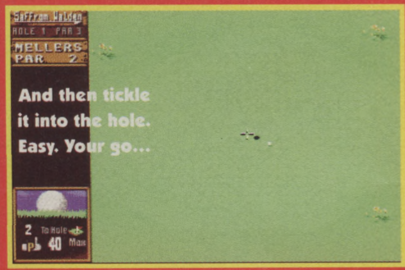
To explain with pictures and some words, here's a small step through on getting a par.



Pay close attention to your club size and try to swing the ball around any difficult obstacles.



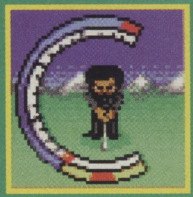
After the perfect approach shot – the perfect chip.



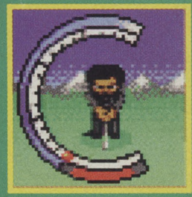
And then tickle it into the hole. Easy. Your go...

THAT'S THE WAY TO DO IT

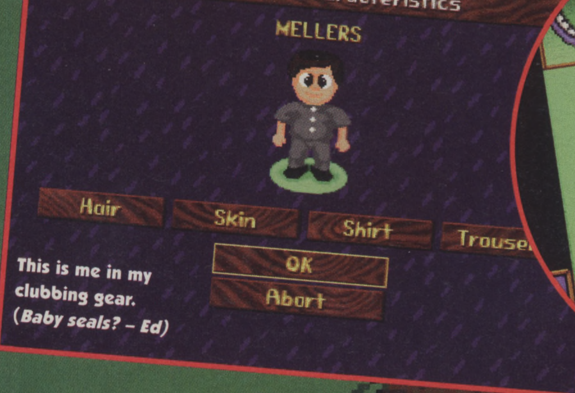
You'll definitely need to figure out how the power meter works, and so we though it would be a nice thing to do to show you. 'Cos we're nice like that.



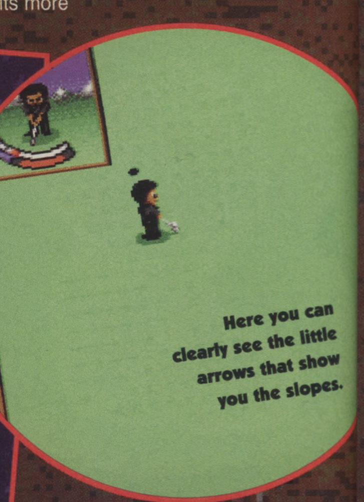
On the way out, press fire when you have enough power.



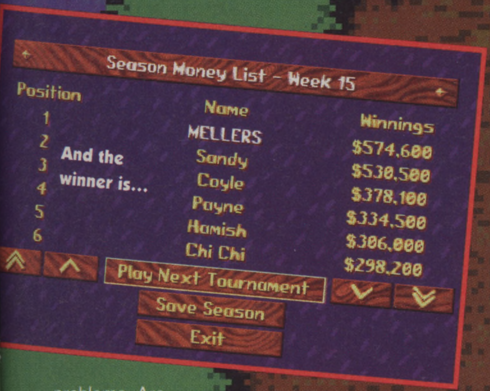
On the way back, press fire to decide your aim.



This is me in my clubbing gear. (*Baby seals? – Ed*)



Here you can clearly see the little arrows that show you the slopes.



Season Money List – Week 15

Position	Name	Winnings
1	MELLERS	$574,600
2	Sandy	$530,500
3	Coyle	$378,100
4	Payne	$334,500
5	Hamish	$306,000
6	Chi Chi	$298,200

And the winner is...

problems. Are greens normally this hilly? I think not. Maybe, just maybe, they've been designed like this to make the game artificially hard, as getting the ball on the green rarely takes more than a few shots, and without a fiddly, ultra-precise putting section, every hole could be completed two under par. A bit of practice helps, but there's still an annoying randomness to putting that can easily turn an Eagle into a position-losing Double Bogey. Which is rarely a Good Thing.

DECISIONS

After messing about with a few holes, trying to get to grips with the putting and generally exploring most of the game (in total, around an hour), you'll eventually come to the game's saving grace – the multi-player mode. Everyone likes multi-player games, and with up to four players at once, this is great. Fun, that is. You can play in a proper match, or you can set-up a matchplay thing or you can go for the angry, biting and dead-arm inducing Skins game. This involves lots of fake money but can cause some real emotional flare-ups.

Thanks to the classy presentation, all these options are easy to find and execute, and miraculously, you can always Escape back to the menu screen from anywhere in the game. In fact, it's quite remarkable how much you forgive *Sensi Golf* just because it's got a few bouncing letters and cute intro screens, so maybe there's something to be said for superficiality after all.

When you sit down and look at what you've actually got, it's just a simplistic hit-and-hope golf game, but with all the options, the proper season with save facility, the practice bits and the multi-player mode, the end result is definitely something above average, just. But the single player pales rapidly, and without wind and stance to take into account, it lacks any real skill. Which leaves the multi-player tournaments as the only challenge left.

There's definitely a lot of golf missing from *Sensible Golf*. Whether it went on the second version or when Sensible decided to leave the Amiga I don't know, but it's hard to put your heart into playing a game when the authors so obviously haven't put theirs into progamming it.

● ***PAUL MELLERICK***

TERMINOLOGY

A fascinating look at why golfers and the like insist of using cliquey words to describe their chequered-panted antics.

ALBATROSS – The beginning of a very dodgy association with bird names. A majestic swooping bird with long wings, somehow means you finished the hole in three shots less than the standard.

EAGLE – Odd this. A noble, powerful bird, that could easily have any Albatross in a straight fight, but in golf terms isn't as good. They're mad these golfers.

BIRDIE – In a desperate attempt to keep with the bird theme, early golfers showed a distinct lack of ornithological knowledge and so just said "Birdie" instead. It stuck, and means you got the ball down the hole with one shot spare.

BOGEY – I could make an obvious joke here, but I won't. This means you went over by one shot. Boo.

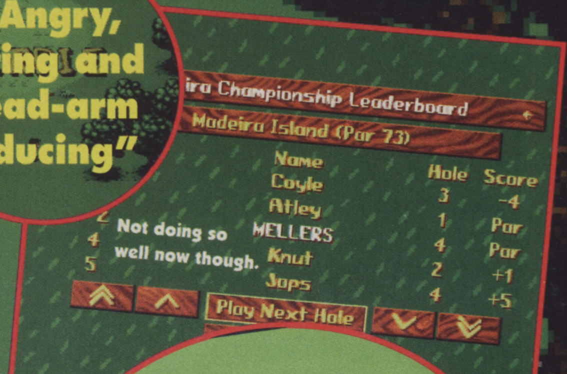
DOUBLE BOGEY – A particular sticky by-product from your nose or two shots more than it should have taken you – the choice is yours. (See the joke was much better when I saved it up) (*Gnngh. – Ed*))

FORE – Not only do they have trouble thinking of bird names, they also can't spell. And why they can't just shout 'BALL' or 'HEADS', is beyond me.

GREEN – The last time I looked, most of a golf course was one shade of green or the other. But only one small part of the course it actually called The Green. Why? Who knows.

TREE – *(I think that's enough golfing terms, thank you. – Ed)*

> **"Angry, biting and dead-arm inducing"**

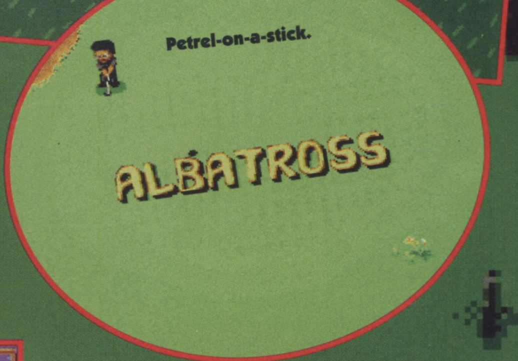


...ira Championship Leaderboard

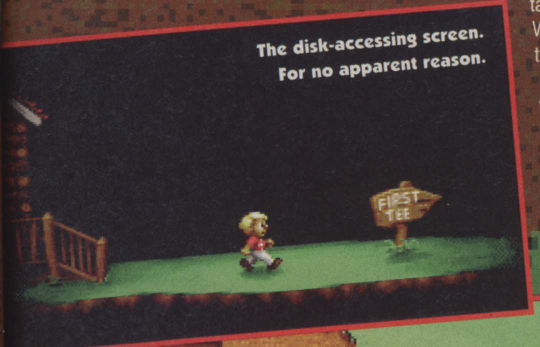
Madeira Island (Par 73)

	Name	Hole	Score
	Coyle	3	-4
2	Atley	1	Par
4	MELLERS	4	Par
5	Knut	2	+1
	Jops	4	+5

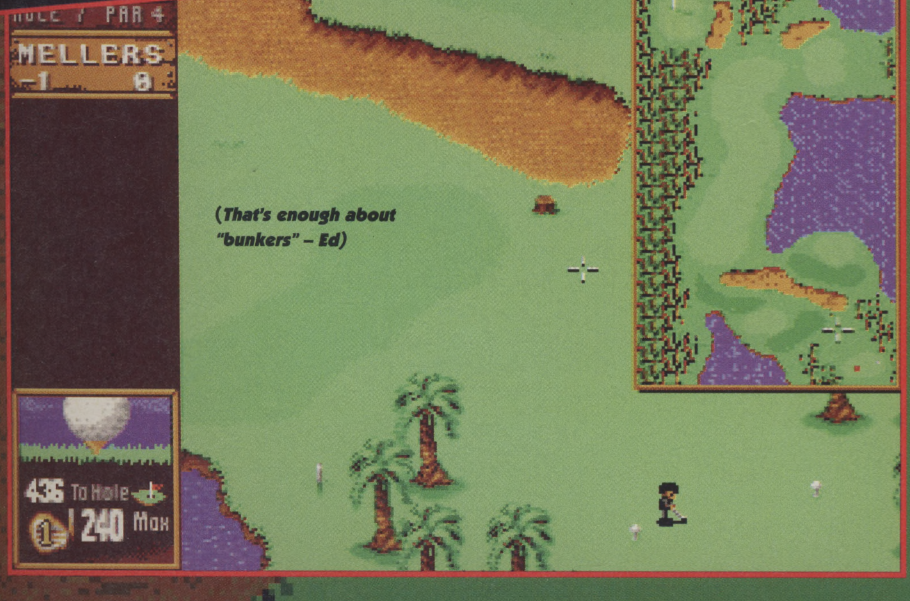
Not doing so well now though.



Petrel-on-a-stick.



The disk-accessing screen. For no apparent reason.



(That's enough about "bunkers" – Ed)

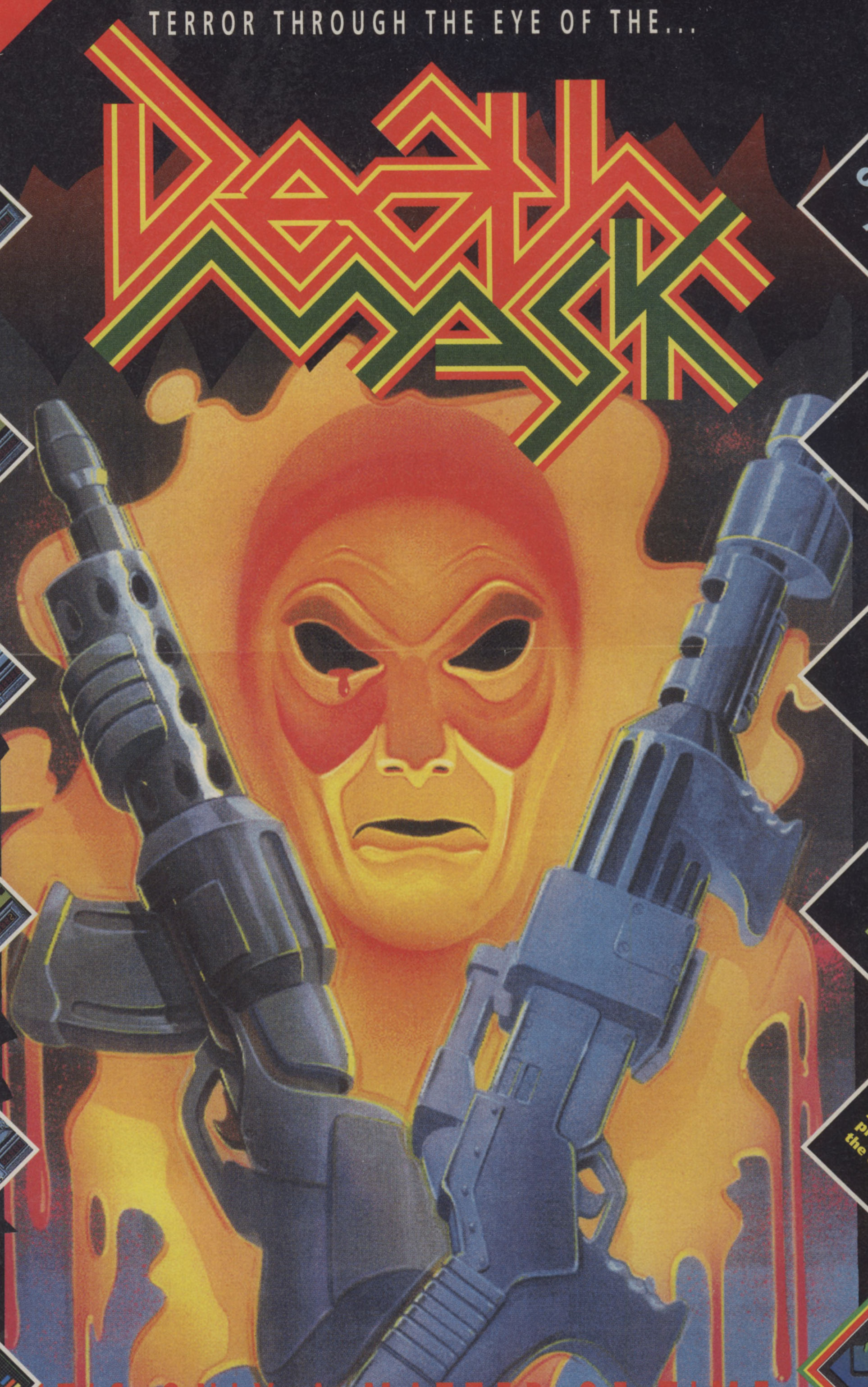
UPPERS A good golfing game, enhanced greatly by all the options you could ever want to play with and a proper season (with money and everything) to take part in. The control system is also easy to use. And the multi-player option is great fun.

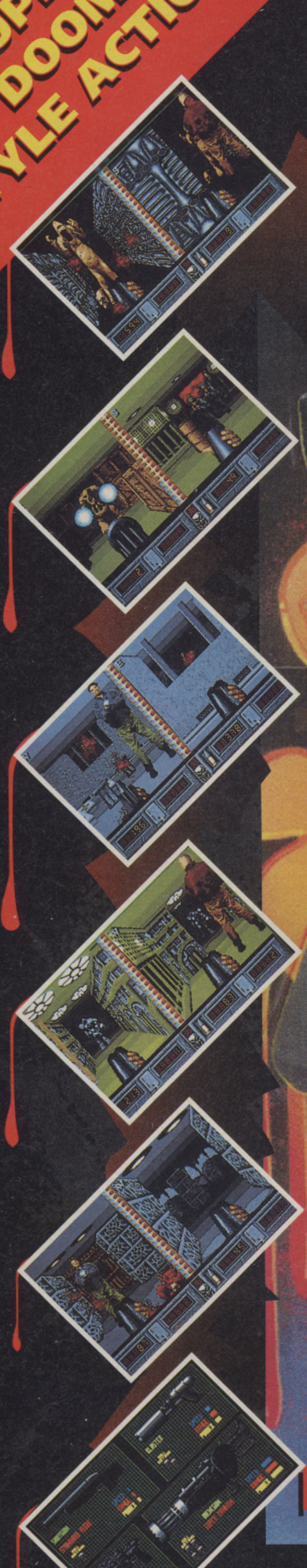
DOWNERS When you play the game, you like what you find, but after a while start crying out for more. The 'more' never arrives and it all rapidly becomes empty and lifeless.

THE BOTTOM LINE All-round it's a good game. No more. No less. Serious golfers won't find it appealing, game-groupies will find it slow and repetitive. It's such a shame that Sensible's farewell to the Amiga is just sort of okay.

66 PERCENT

"SUPERB DOOM STYLE ACTION"


TERROR THROUGH THE EYE OF THE...
Death Mask
IT'S ONLY A MATTER OF TIME...



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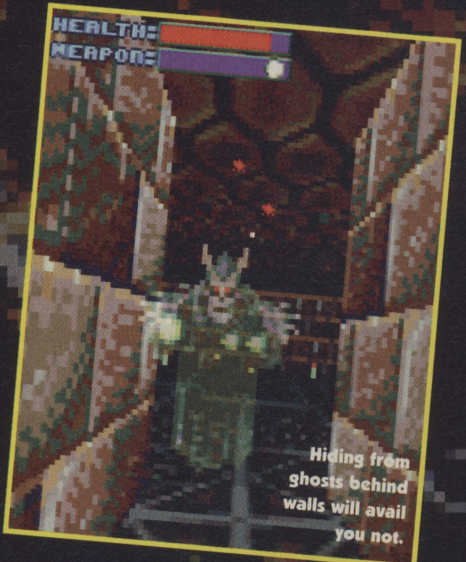
"Sooth! Sooth!" as Jon Pertwee said. But with 'Gloom' instead, natch.

GLOOM

Runs on: A1200, CD32
Publisher: Guildhall
Authors: Black Magic (design and sound), Mark Sibly (code), the Butler Brothers (graphics), Ken Stannard (music)
Price: £30
Release: July

We were hoping this month to bring you another excuse for *Gloom* not being finished, but the game turned up and spoiled things. *(Great cars, them dilemmas. – Ed.)* Readers will be pleased, however, to learn that in true Acid style, Black Magic (the new company of ex-Acid bloke and *Guardian* programmer Mark Sibly) are driving Guildhall to tear out their hair by still adding things to the game, and are in almost constant contact with us over the InformationTCRLeMansTrackWithAuthenticEngineSound, asking questions like, "Can you think of a practical way to sidestep using a one-button joystick?" and "We didn't send you our special cheat version allowing you free access to all the levels did we?" (Yes, luckily you did. Once again, we win.)

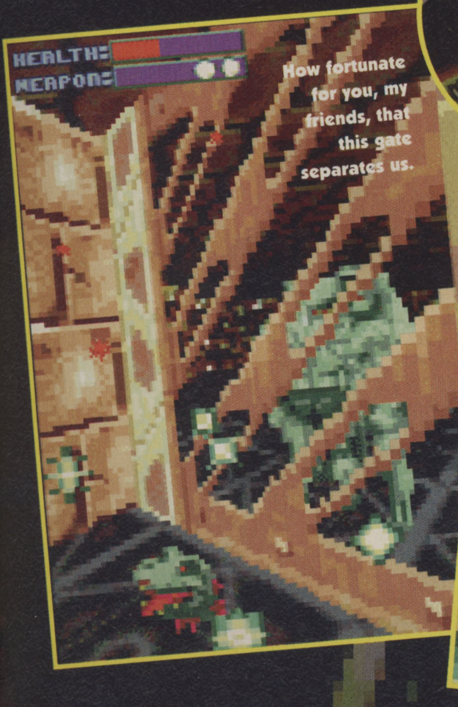
Gloom, then. It is a revolting game. Not since *Zombie Apocalypse 2* (by, it transpires, the same bunch of crazy young kids) have graphics and sound combined so convincingly to make me feel ill. Concerned parents and rent-a-quote politicians should be suitably relieved to find *Gloom* cannily has a 'violence model' toggle. In the first 'violence model' monsters gurgle and stagger as you hit them, exploding in a flurry of limbs and organs with a final shriek. In the second, the pieces remain on the floor, which is useful as there's no map. (Such a thing may strike you as silly, but *Gloom*'s levels are of the single path, continually advancing type (as opposed to, say, the large room with six exits sort). There's little need to return to an area once you've cleared it out, and that is a Good Thing – you're constantly seeing new stuff and Being Surprised.)



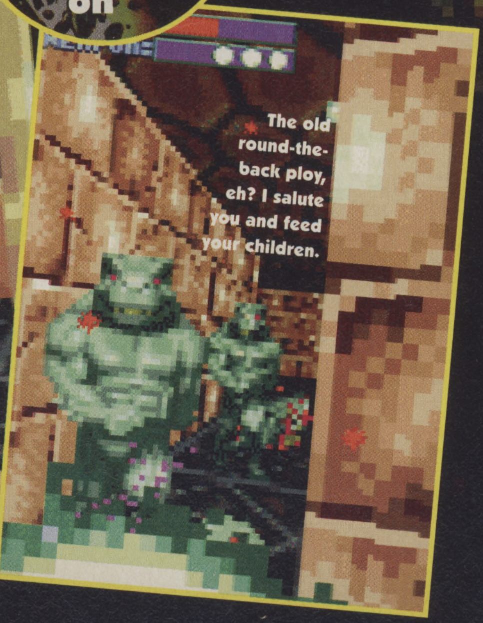
Hiding from ghosts behind walls will avail you not.

Being Surprised is what happens a lot in *Gloom*. That and Being Scared. Remember that bit in Evil Dead 2 when Ash is searching through the cellar for the missing pages of the Book of the Dead, and the camera looks straight on as he cautiously opens a door but then tracks slowly forward as he steps to one side so you, the audience, are forced, unprotected, through the door first? That's what playing *Gloom* is like. You know there's something behind the door (or beyond the corner, or whatever) but you can't not go through with it. You want to know – you must ➤

> "The camera looks straight on"



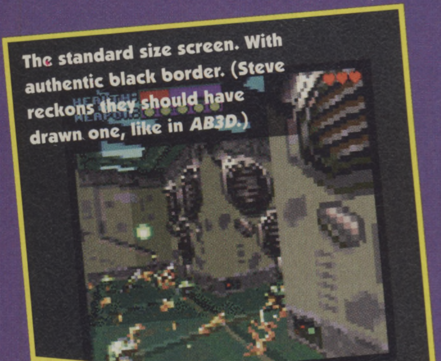
How fortunate for you, my friends, that this gate separates us.



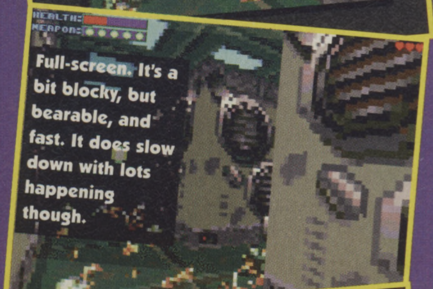
The old round-the-back ploy, eh? I salute you and feed your children.

SHRINK TO FIT

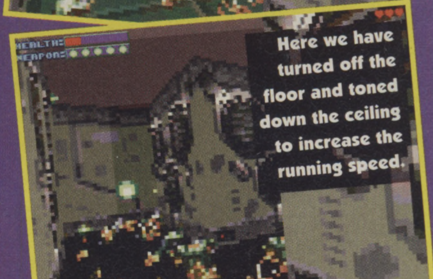
Gloom works best on an A1200 with 'fast RAM', but you can fiddle with the size of the screen and its resolution to get the best out of your machine. Which clause is remarkably like some appalling coverline, but that's another unfunny in-joke.



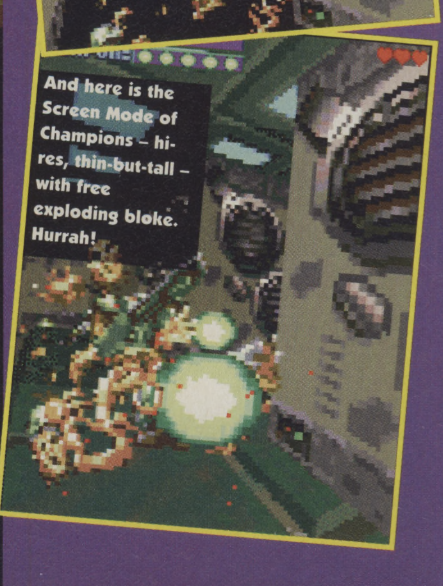
The standard size screen. With authentic black border. (Steve reckons they should have drawn one, like in *AB3D*.)



Full-screen. It's a bit blocky, but bearable, and fast. It does slow down with lots happening though.



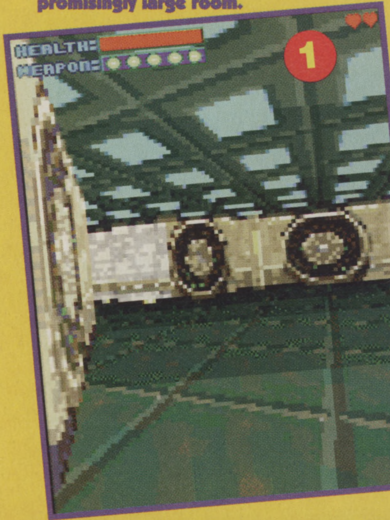
Here we have turned off the floor and toned down the ceiling to increase the running speed.



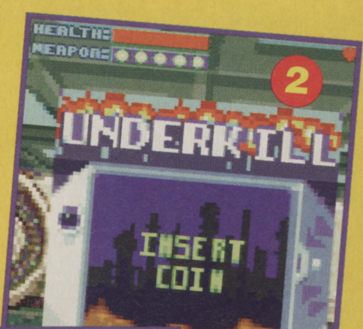
And here is the Screen Mode of Champions – hi-res, thin-but-tall – with free exploding bloke. Hurrah!

STARGATE

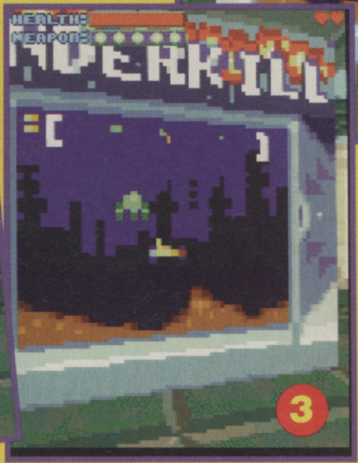
Secret rooms abound in *Gloom*. There's at least one every level, with health bonuses and power-ups and things in them. We were, however, delighted to find a hidden game on one of the levels: a mini-*Defender* called (o-ho) *Underkill*, that takes place on a gigantic television set and invites you to 'Insert Coin', awarding an extra life if you complete it. See how we stumble across it. Observe our excited surprise.



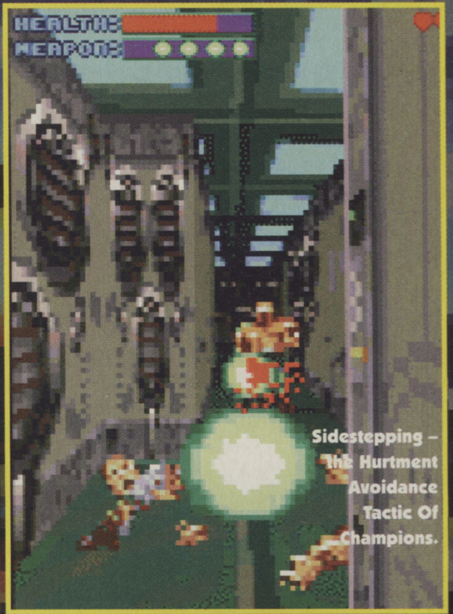
1. A secret teleport takes us to a promisingly large room.



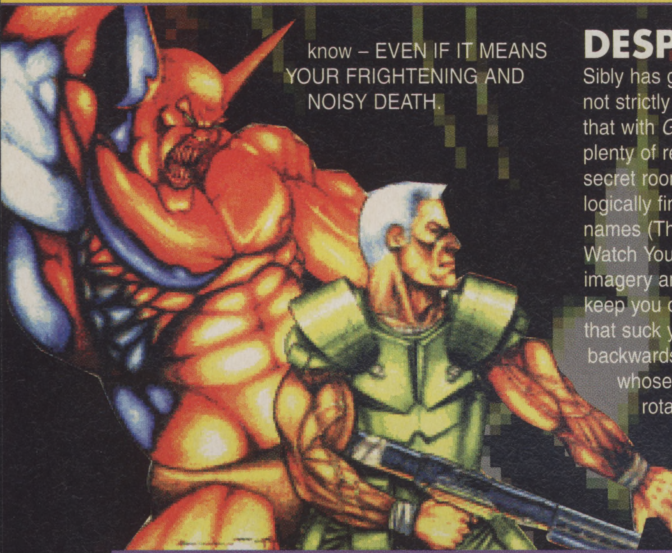
2. Hello...



3. It is a small game of *Defender*. Gadzooks.



Sidestepping – the Hurtment Avoidance Tactic Of Champions.



know – EVEN IF IT MEANS YOUR FRIGHTENING AND NOISY DEATH.

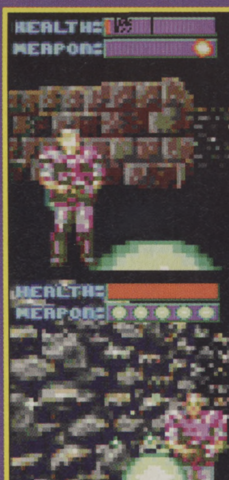
DESPONDENCY

Sibly has given the same spin to *Wolfenstein* (it's not strictly *Doom*, but who cares a tinker's curse?) that with *Guardian* he gave to *Defender*. There are plenty of reference points for fans of the genre – secret rooms (at least one per level, folks, and logically findable), ludicrously overblown level names (The Halls of Torment, for instance, or Watch Your Back – Something Else Is), satanic imagery and the like – but enough new ideas to keep you off-balance. Teleports, say, or monsters that suck you in so you have to keep bashing the backwards key to stand your ground, or pictures whose eyes follow you round the room, or the rotating teleports demanding immaculate timing, or the blocks moving back and forth that you have to nip between, or – my favourite – the fantastic spinny walls of death.

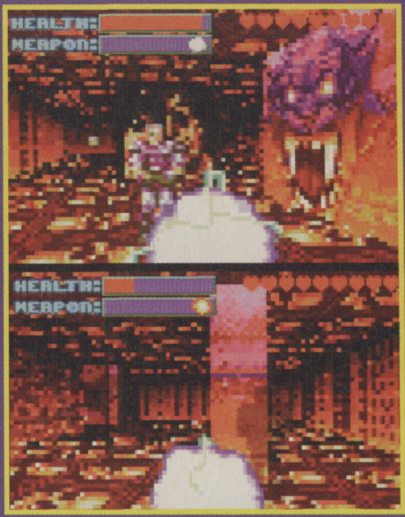
(You're in a room with no apparent exit. Tentatively you push a switch, backing away from that wall in case monsters run out and kill you. Nothing happens. You turn on your heel, acutely aware things could be rushing up behind you, and – KABLAM! – you get the entire back wall in the face as it spins on its axis. Fumbling with the controls you are hurled against the side of the chamber and squashed. Perambulatory masonry has never been so much fun.) There's a neat thermo-glasses power-up which lets you see monsters through walls as blue shades, a vitally important one that turns you invisible and one that gives you bouncy bullets. And if you charge your weapon to full and then get another power-up you receive a short-lived double-barrelled 'mega weapon'. (A word about those weapons. Regrettably, instead of the pistol/machine-gun/shoulder-mounted rocket launcher gang so beloved of 3D shoot-'em-ups, *Gloom*'s weapons are balls of light that change colour depending on their potency, from red up to a shimmering purple. It's disappointing and confusing, as the monsters' fire is exactly the same. Still, eh?) Everything, in short, a growing boy needs, were he to be a game about shooting monsters in dungeons and not in fact a boy at all.

COME THIS WAY. TRUST ME

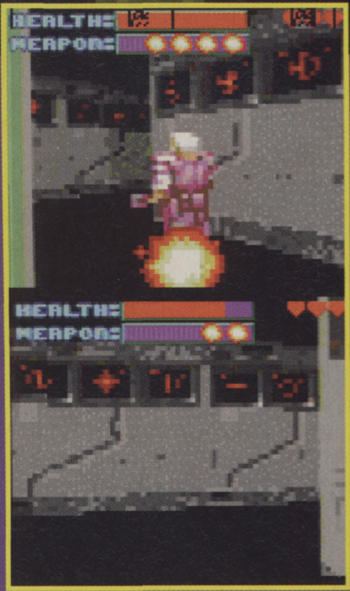
AMIGA POWER does not like Gloom's 'deathmatch' games. Perhaps we have been spoiled by Marathon, but you cannot argue against Gloom's innate lack of excitement in these head-to-head contests. It is a pity, for each level has a set all of its own, and they look lovely. And, as well as the illustrated split-screen, you can play via a serial cable or even (even! Even!) a modem.



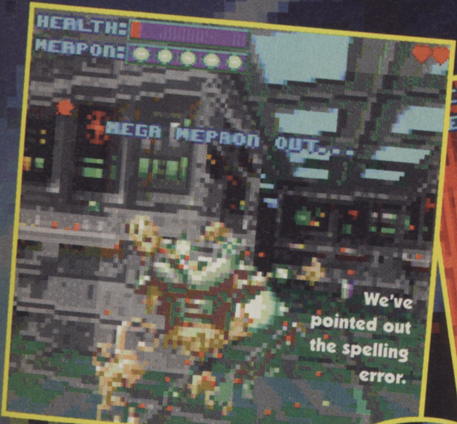
Here we shoot at each other in the Gothic Tombs.



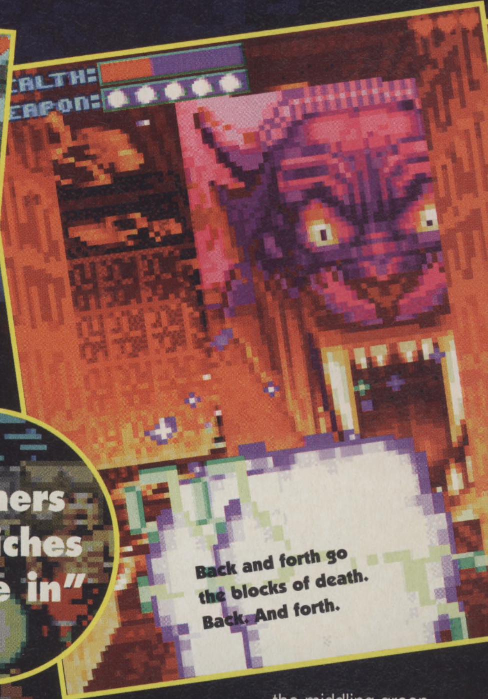
Here we shoot at each other in Hell. I, at the bottom, am invisible.



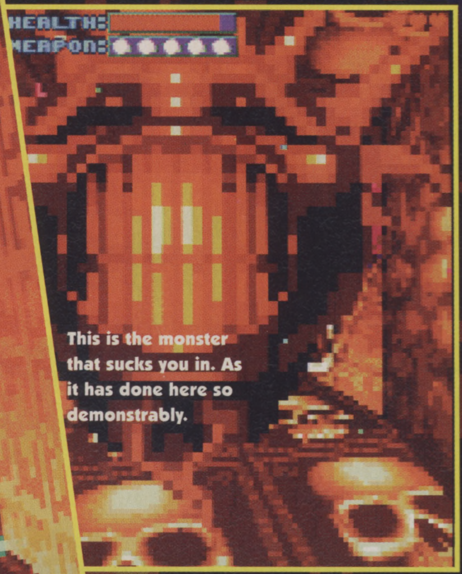
Here we shoot at each other on the spaceship. I am pointing the wrong way.



We've pointed out the spelling error.



Back and forth go the blocks of death. Back. And forth.



This is the monster that sucks you in. As it has done here so demonstrably.

LOSS OF WILL TO LIVE

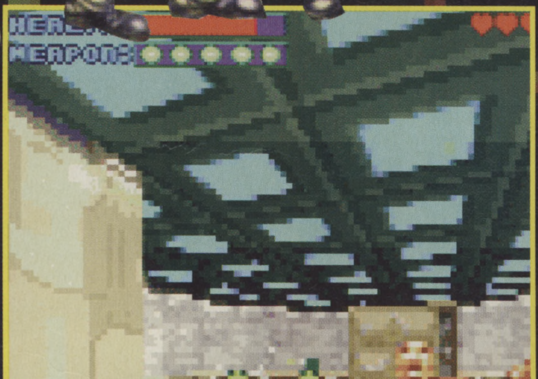
Unlike ooh, what, say, *Marathon* (the Apple Mac Game Of Champions, and we'll take on anyone at all in an eight-player shootout, just ring first to arrange a time), two players can take part in the game proper, covering the other as doors are opened, and hogging all the health bonuses. This adds no end to the larks on offer as you persuade your partner to throw that switch and just have a look down that corridor while you stand guard in this large empty room where it could conceivably get quite dangerous at some point in the near future, probably.

> "Corners and niches to hide in"

But, oddly, the 'deathmatch' option (usually the big selling point in such a case) is the least successful part of the game. The head-to-head levels are lacking any sense of excitement. They're designed competently enough, with corners and niches to hide in and power-ups aplenty, but you don't at any point feel thrilled. If you stumble across the other player, you fire balls of light at each other toe-to-toe until someone spins feebly on the spot and dies. It doesn't matter that you have the fearsomely powerful purple laser while your opponent is hampered by the middling green one, or whatever – they're all dull balls of light. Whither the scary chatter of machine-gun fire, eh? The cold-water shock as your prey turns and you see by the graphics he's carrying a rocket launcher? Not, I fear, here. Not even the chat mode helps. A peculiarly unsatisfying state of affairs.

But I cannot in all honesty care. I've played the 'deathmatch' game exactly twice, spending the rest of the time deep in the one-player game. (I can finish the first batch of levels without losing a life but am foiled by the wall-piercing ghosts of the tombs; however, if I start in Hell I can almost (but not quite) get through it all. Hurrah for me.) It is with arrogant ease that I outwit the possessed marines of the space levels, speeding past them to collect the secret green laser and then massacring them in bunches of twelve, divining the rhythm of the huge guardian robots and hopping through their line of fire to annihilate them accurately. I elaborately stifle yawns as I herd the lizard men of the tombs into the crossroads room and then zip out to leave them behind, and fall embarrassingly to the random shots of the lowliest monster as I sneeringly run into a corridor without securing my flanks, killed through no more than my own hubris, lulled into a complacency that *Gloom* will always reward with painful death. It's exactly that kind of game, and I think it is great.

● *JONATHAN NASH*



I destroy you all.

▲ **UPPERS** Spectacular. Exciting. Fast. Entirely convincing in its oppressive scariness. Fearsomely difficult, but for all the right reasons. Should last you a fair while, what with all the secret bits and everything. A special mention for the sound effects, which are among the best ever in the history of all things. The two-player games are linkable with a serial cable or a modem, or you can play split-screen. It is *Doom*, but *Wolfenstein* – but on the Amiga. Supports higher-spec machines. (It's incredibly fast on Amiga Shopper's A4000.) Supports two-button and CD32 joypads. Hard drive-installable.

▼ **DOWNERS** Disappointingly lacklustre 'deathmatch' game. You'll finish it in the end. Only slightly less shallow than *Roadkill*.

THE BOTTOM LINE

A magnificent game. *Fears* and *AB3D* will have to be extra-special to outdo *Gloom*.

90 PERCENT

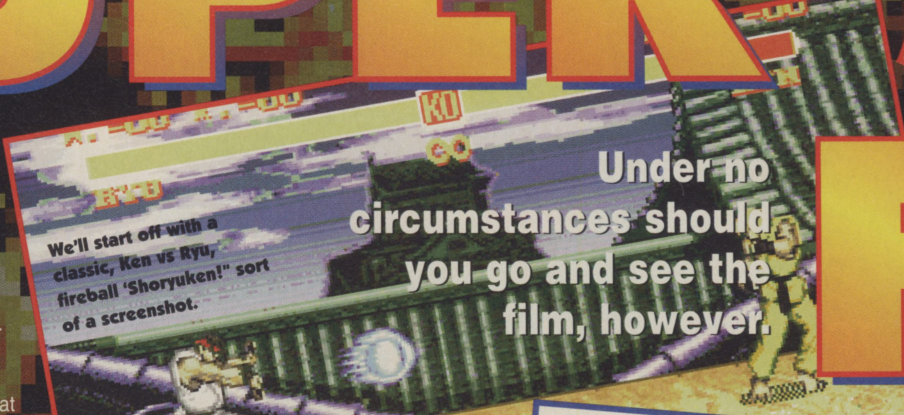
THE BOTTOM LINE

A500 Not a Jonathan's chance in Hell.

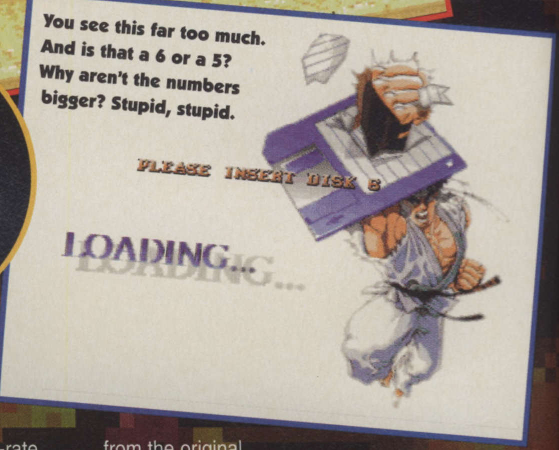
SUPER S

F

Runs on: A1200
Publisher: US Gold
Author: Freestyle
Price: TBA
Release: August


We'll start off with a classic, Ken vs Ryu, fireball 'Shoryuken!' sort of a screenshot.

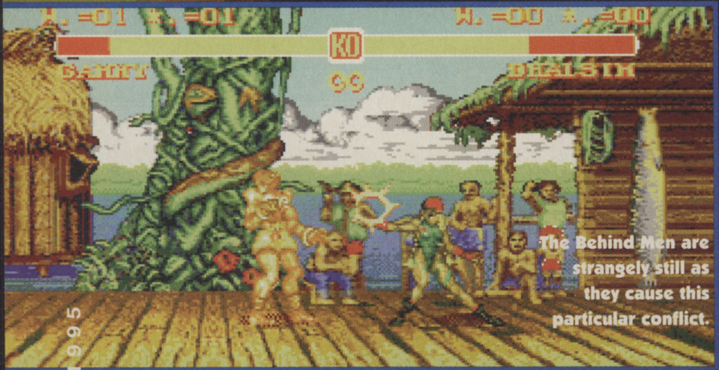
Under no circumstances should you go and see the film, however.


You see this far too much. And is that a 6 or a 5? Why aren't the numbers bigger? Stupid, stupid.

Playing *Super Streetfighter 2* has provoked sweeping rushes of excitement and gut-wrenching drops of disappointment in me. It manages to change from being hugely entertaining at times to fearsomely dull, clumsy and unresponsive at others, and then to precise and poised, seemingly from one minute to the next. Why? Well it depends what you play it on and how you play it, but that's getting a little ahead of myself. Rewind a bit and join me on an emotionally draining marathon tour through every character and location in *SSF2*.

Compared to today's beat-'em-ups, the original Amiga *Streetfighter 2* (AP22, 74%) is pretty embarrassing. Back in 1993, a junior upstart staff writer going by the name of Mark (who he?) Winstanley was quoted as saying that "you just help the players along and don't control them. There's too much context-sensitivity in the control. I'd say about 65%." I, that is, he, thought it embodied everything that's wrong about trying to convert arcade games onto home computers, as it looks the part, but moves jerkily and has a stupid control system where the game picks the type of attack based on where you're standing. If you can't do a proper version then why bother (obvious answer – to cash in) to churn out a second-rate effort? It's been sitting in our disk boxes for years now, and only won a reprieve because I wanted to compare the two versions.

"Sagat's face is all squishy and how"


The Behind Men are strangely still as they cause this particular conflict.

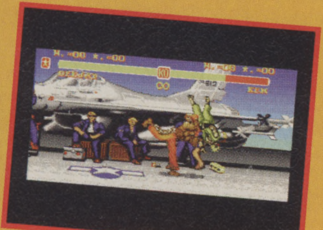
BIFFO

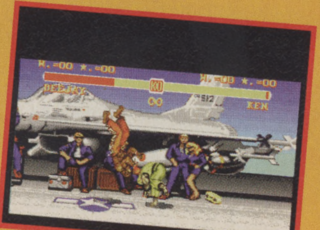
"Ahh," the people at US Gold tell me, "but the programmers of the original Amiga version didn't have support from Capcom or access to the actual game. They were forced to nip out to the arcade or watch videos to work out the technicalities. For *Super Streetfighter Two,* Capcom have provided the collision charts, the source code and everything else from the original. This time it's the Real Thing."

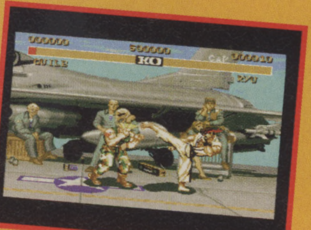
So off I start with high hopes and high expectations, which are lifted even higher by the smart intro visuals, and then promptly clubbed on the head by the first sight of the game – acres of black banding at the top and bottom of the screen, a painfully thin playing area and tiny, tiny, tiny character graphics. Almost shamefully small really. "The little graphics don't bother me" chips in Jonathan cheerfully, but even so, my heart sinks, and switching it to 60Hz Mode doesn't help. As well as allowing it to be played on the 11 Amigas in the USA, this switch also makes the playing area a bit bigger, but this just goes to highlight how poor the graphics are, how Ryu's got black lines round him and Sagat's face is all squishy and how the frail Cammy hardly shows up at all. Surely beat-'em-

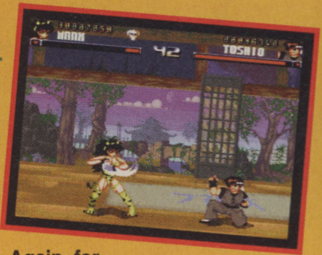
HARSH REALITIES

We've cropped out all the black bits in the other pictures to make the page look pretty, but here's what you actually see on your monitor. Grim, huh?


This one's *SSF2* in the normal mode. Now decide whether yoiu could live with all this blackness while playing a game in letterbox format. It annoyed me.


You can get rid of a bit of the blackness (and speed the game up) by switching to the 60Hz mode, which apparently produces a bothersome whine only Jonathan can hear.


For comparative purposes, here's a similar grab from the original *Streetfighter 2* (AP22, 74%). It had terribly intrusive disk accessing too and was a bit rubbish overall.


Again, for comparative purposes, here's what you see on the screen of *Shadow Fighter.* It's a cruder-looking game, certainly, but sits more comfortably on the Amiga.

STREET IGHTER 2

The Behind Elephants are stoic and calm also.

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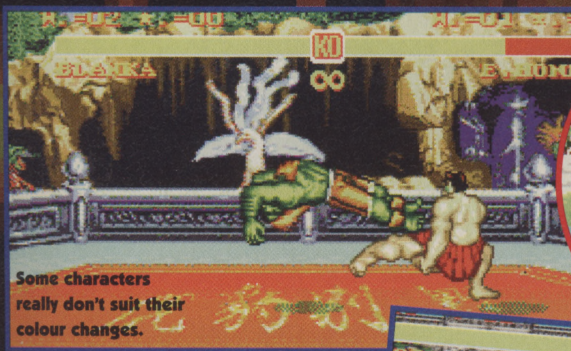
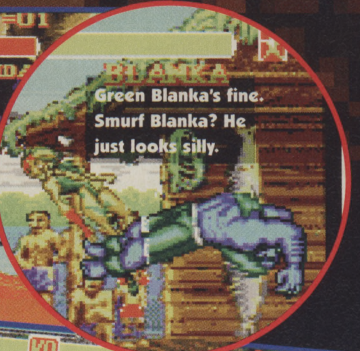
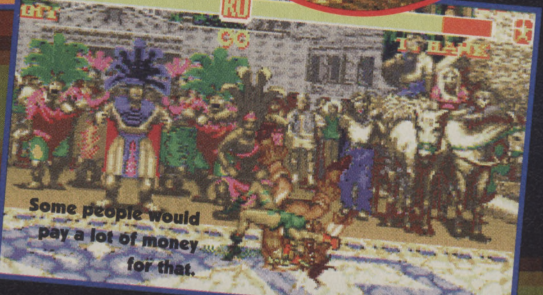

Some characters really don't suit their colour changes.


Green Blanka's fine. Smurf Blanka? He just looks silly.

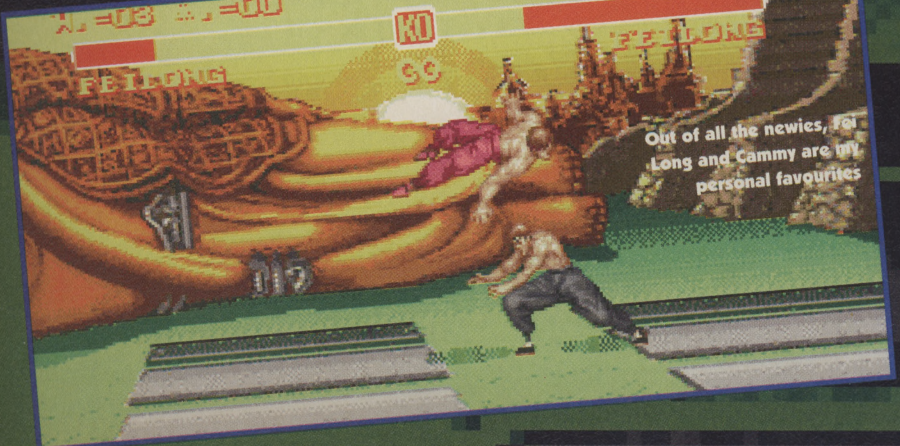

Some people would pay a lot of money for that.

ups are all about two huge characters facing each other? This is nearly as bad as *Shaq Fu*. And it's really, really slow too. This is a low point in the proceedings.

"Ahh," says the Voice of Authority in the strange guise of Amiga Format's technical editor Graeme, "but this version's obviously based on the SNES one, and the playing area wasn't much bigger on that. And it's only slow because you've got it on the slowest setting. Pump up the turbo setting and I dare say it'll fairly blur along. And I should know, because I've finished that version with every character. And done pretty much the same thing on the arcade game too." I inwardly hate him for being so proficient at games, and make a mental note to haul him in during his dinner breaks to play through the game with me. Hmm, maybe this isn't too bad after all.

BOFFO

Round one, and Graeme and I go head-to-head using various characters. We're having problems with our hard drive and are forced to play from disks. From the seven disks. Bad idea. The AMIGA POWER stopwatch (last used to record the humiliating 11 minutes between loading and playing *World Cup USA '94* in AP41) is brought out and used in a similarly devastating manner. For a poor quality beat-'em-up player like me, I find more time's being spent swapping disks and staring at the loading screen than playing, and although you get none of this if you replay a match with the settings and characters unchanged (you just press space and start instantly), ➤


Out of all the newies, Fei Long and Cammy are my personal favourites

AND THE WINNER IS…

In victory, Balrog looks badly drawn.

Blanka has no armpit hair. Odd.

It's the most famous arcade backside.

Rather uncooly, Chun Li giggles.

Finding trousers to fir must be a drag.

Enter Fei Long, the Bruce Lee rip-off.

Is it just me, or is Ryu sort of old hat?

Terry Hawk's a guy who can pose well.

Vega – kicking a man who's down.

Eric Honda midway through a spasm.

HMM, THE FILM THEN

Was Balrog in the movie? We don't know.

Blanka looked exactly like a painted bloke.

Cammy was Kylie. Who's not tall. Or English.

Chun Li was a top reporter. Or something.

And Deejay was her cameraman. We think.

The Budda of Suburbia's dad played Dhalsim.

Some fat geezer played Eric Honda. Natch.

Fei Long? Again, no one remebers him at all.

JC Van Davies was Guile. Minus the silly haircut.

A completely forgettable nobody was Ken.

Raul Julia's last movie was THIS. For shame.

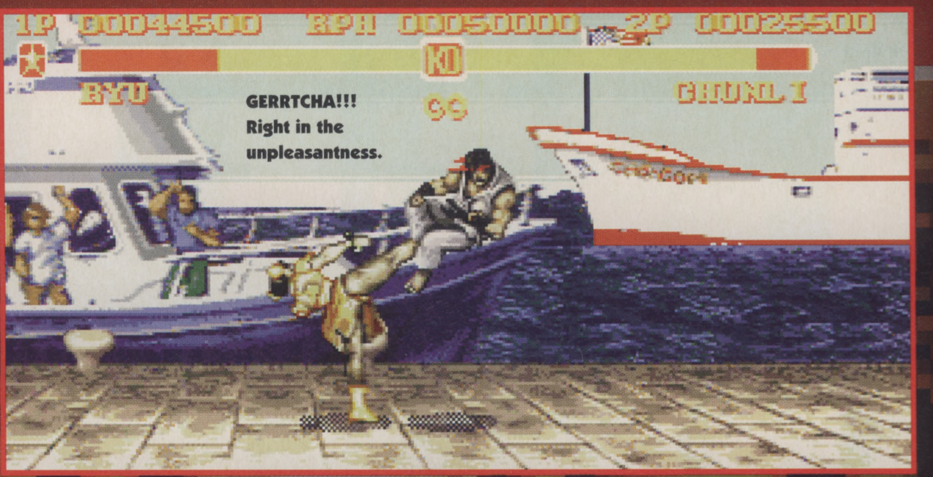
The two leads were played by two bimboids.

Ahh, now Sagat was actually quite good.

Terry got three seconds of fame. With a headband.

Top marks for Zangief, the best *SF2* movie bloke.

And Vega was alright. The film? Crap, mate.



GERRTCHA!!! Right in the unpleasantness.

The black and white, right or wrong world of SSF2 throws up few moral dilemmas. But what do you do when your opponent's dazed? Let the recover? Or kick them in? Would you use the unfair advantage?

pretty much everything else takes swaps or loading time. You finish a game and the winner's announced. Loading. You see the results table of matches so far. Buzz, whirr, more loading. You choose new characters. More loading, more disk swapping. This is not good.

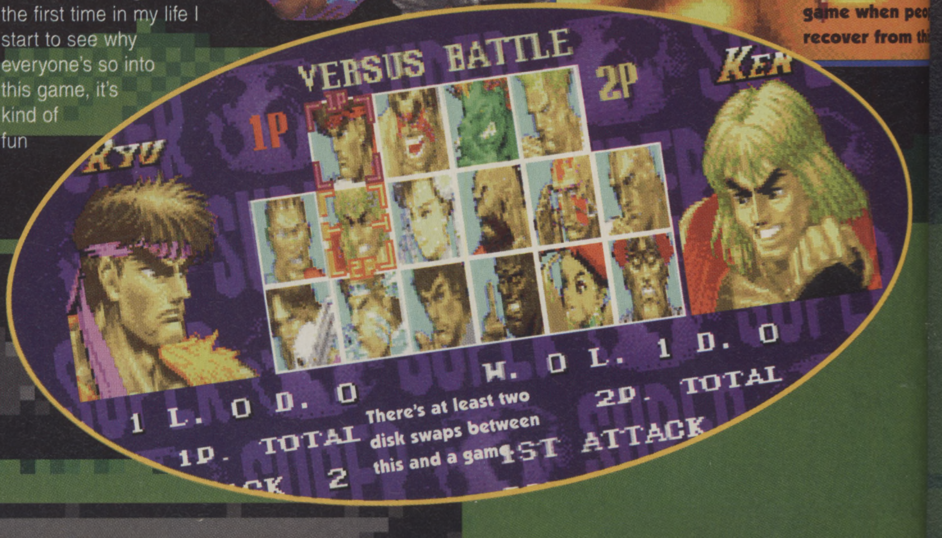
The sound is irredeemably poor, and although I could write a novel on its listless, whiney qualities, I'll restrict myself to a few examples. Imagine the *Street Fighter 2* music being played through that little speaker inside a ZX Spectrum. Now imagine Dale Winton from TV's famous Supermarket Sweep saying "sonic boom" in his most effeminate voice. Such is the sound in *SSF2*.

THWICKO

And yet when we get into the game a bit, it's all uphill again. We're playing on an A1200 and both using CD32 game pads, revelling in the control we're given over our characters. The collar buttons give you a punch and a kick, leaving two buttons for a weak punch and a strong punch, and two for weak and strong kicks. For the first time in my life I start to see why everyone's so into this game, it's kind of fun isn't it? Kick, punch, flying kick, low punch and a 'Four combo' bonus is announced. Cool. Even the mythical 'special' moves are easy to pull off with the CD32 pad, and a quick check with Graeme confirms they're the same as the SNES version, so format jumpers should have no problem with that. And Graeme's relentless attacks that leave all my characters bloody and broken just increases my optimism in the game, I mean you've got to practice to get good, right? In the unlikely event of you owning an A1200 and two CD32 pads, make sure you add ten percent to the end score, they make that much difference.

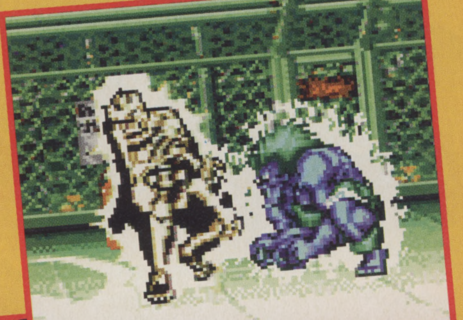
The range of moves makes or breaks any beat-'em-up, from the nine or so in *Rise of the Robots* to the many and diverse ones in *SSF2*,

You know it's a game when peo recover from th

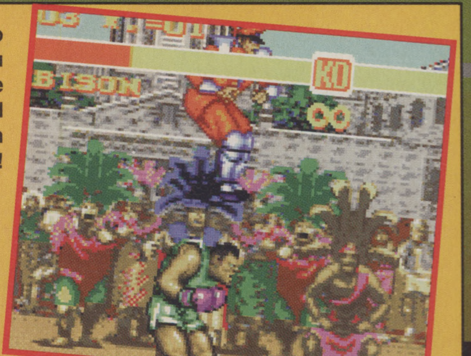


There's at least two disk swaps between this and a game

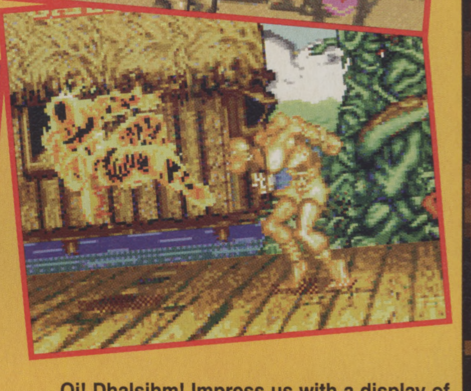
DO THAT THING...



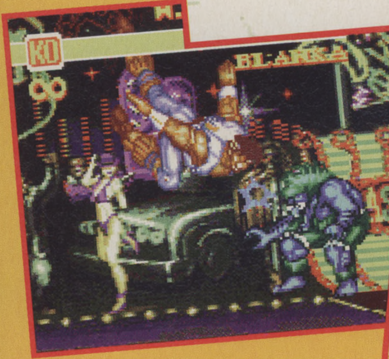
Oi! Blanka, mate! Do that thing where you go all electric! That way, some complete idiot might wander into you and get toasty-toasted.



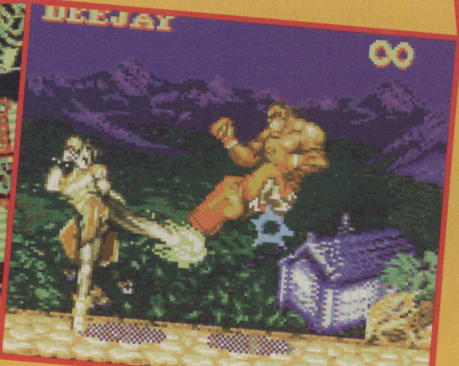
Quickly Raul Julia! Do that thing where you leap at least twice your own height and the jump on someone's head!



Chunners, darling! Do that thing where your little plimsols burst into flame! Come on, just once.

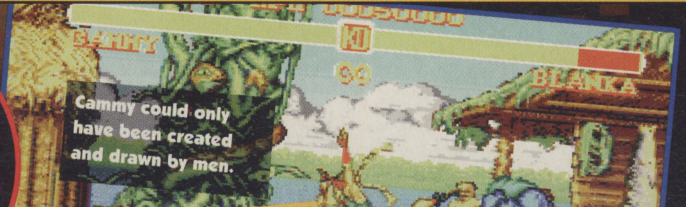


Hey, Terry Hawk! Do that thing where you fly head-first into things!

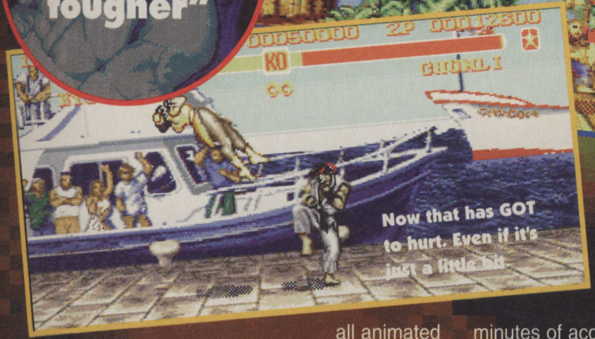


Oi! Dhalsihm! Impress us with a display of your Far-Eastern weirdness!

"Going a little tougher"



Cammy could only have been created and drawn by men.



Now that has GOT to hurt. Even if it's just a little bit

all animated with enough inbetween frames to make whatever combinations you choose flow together well. But I still can't shake my hatred of the iddy-biddy graphics. The static backgrounds are a compromise I can live with, although no doubt many hardened *SSF2* veterans will weep copious tears at the lack of gyrating and wiggling behind men. But these little graphics – yuk. You can see that Terry Hawk's got all kinds of Indian gizmos on his costume, but they're too ill-defined to see what they are, and Cammy's supposed to be this famous computer game babe, but she looks like a stick man in tights. Graphics ARE important in beat-'em-ups, and this one constantly disappoints me.

Rudely dismissing Graeme, I plunge into the single-player game, turn the difficulty down and the turbo speed up, and manage to actually beat one or two opponents, even getting the option to kick in a car or two which, due to the (grrr) tiny characters, are far too large for any of them to drive. Switching from a CD32 pad to a two button joypad, I find the going a little tougher, but still sort of acceptable. Changing to a single button joypad (which I guess most people own) and it's starting to get faffy, requiring you to hit the keyboard to switch from punches to kicks, which makes combat awkward and combos a lot more difficult. The AP stopwatch returns to record damning disk accessing testimony. If you lose a match, you have to sit through three disk swaps and around two and a half minutes of accessing time just to replay with the same character, which is numbingly boring. Combining that with the standard joystick, *SSF2's* starting to look like the poor conversion it's predecessor was.

THWACKO

And here's the rub. Running it from hard drive and controlling it with CD32 pads, *SSF2* reveals the multitude of options, moves and 'special' bits that have made *SSF2* universally popular. In game terms (and ignoring the tiny characters) it's got more scope than *MK2* and better moves than *Shadow Fighter*, making it, in terms of gameplay, the best beat-'em-up on the Amiga. But you CAN'T ignore the tiny playing area or the minuscule characters, or the terrible sound. If you haven't got a hard drive you CAN'T ignore the disk swapping as it completely breaks down the flow of the game. And with a one button joystick, it's not got the precision or easily accessed 'special' moves that *Shadow Fighter*'s got. *SSF2* purists and Capcom would have been annoyed by compromises in the game, but as it stands, I think most people will be disappointed by all the things that get in the way of them simply playing the game.

● *CAM WINSTANLEY*

▲ UPPERS It's a faithful replication of the SNES version (providing you've got an A1200, two CD32 pads and a hard drive) that certainly captures the spirit of the original. It can be played faster than any sane person would want a beat-'em-up to be, has more moves than any other Amiga beat-'em-up and enough options to tweak the difficulty and challenge to your own level.

▼ DOWNERS The graphics are a tad feeble and the sound is unbelievably poor. The single button joystick option degrades the level of control you have over your character. The disk accessing is intrusive, annoying and totally annihilates any enjoyment the game might hold.

THE BOTTOM LINE

No game's worth this amount of disk accessing. The game's fast flowing, punchy and varied, but let down by terrible sound, minute graphics and terrible, TERRIBLE disk accessing. You'd have to be a big fan to forgive all its problems

71 PERCENT

HARD DRIVE INSTALLED
* and don't forget to add 10% if you've got CD32 pads.

81 PERCENT

THE BOTTOM LINE

A500 There'll be a standard version along at any moment, and although it won't support CD32 controllers, there'll be an option to use keyboard keys for the six punch/kick buttons. Let's pray it'll be hard disk installable.

AP

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.net

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The ultimate guide to the electronic world

Future PUBLISHING

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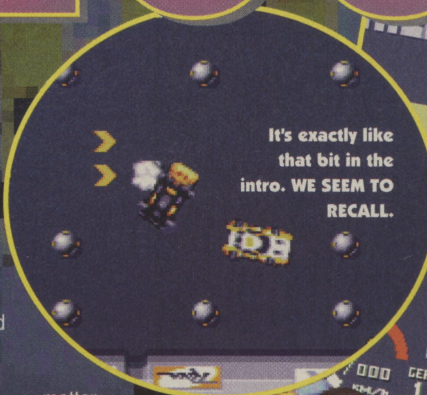
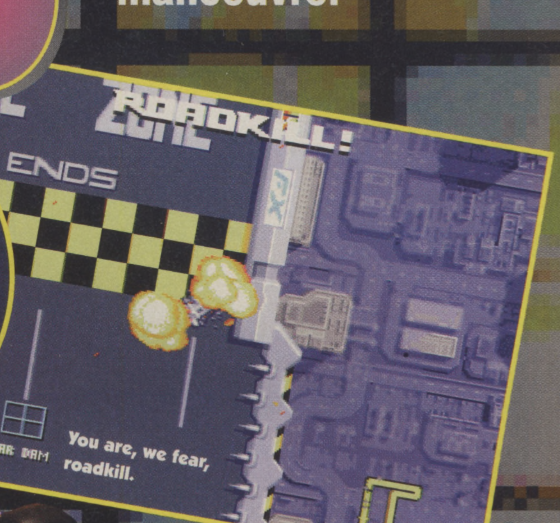
ROADKILL A1200

Missile, signal, manoeuvre.

Runs on: A1200
Publisher: Guildhall
Authors: Paul Andrews (code), Rod Smith (graphics), Blair Zuppercich (sound)
Price: £25
Release: Out now


It's exactly like that bit in the intro. WE SEEM TO RECALL.

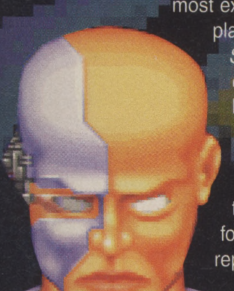


You are, we fear, roadkill.

I hate cars. Were you to give me a small black box with a big red button on it that, when depressed, would cause every car in the world to disintegrate fizzily like things hit by the ray gun in Valiant's 1953 strip 'Ray Gun' Roberts ("Ho ho! That's shaken Pedro up a bit!"), I'd be stirred even to buy a large chair and borrow a cat so I could turn around sinisterly while activating it. The idea, therefore, of a game whose goal is to destroy as many cars as possible (despite having to drive one yourself) interested me greatly.

Roadkill A1200 is, of course, the non-CD version of that venerable game, awarded 84% in AP45 by the tr*("Ustworthy" – Ed)* double-*("Breasted suit-wearing" – Ed)* black*("Gammon-playing" – Ed)* un*("Shakeably polite" – Ed)* E*("X-EDITOR" – Ed)* OF THE PEOPLE J Davies. Obviously, to fit it on three disks, it has been shorn of the truly fantastic intro. A shame, but casualties are to be accepted in conversions to a less-mighty format, and war.

THE ROAD WORRIER

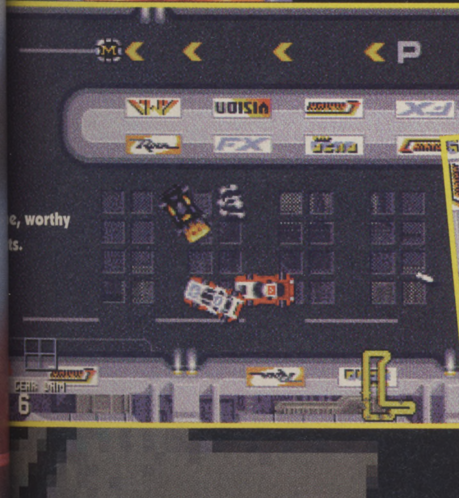


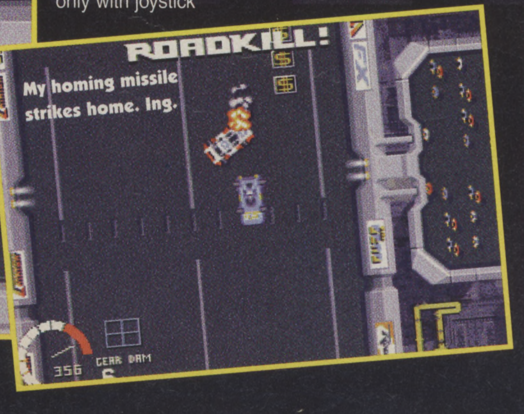
Seven months on, *Roadkill* remains one of the most exciting games we've played. It's *Super Sprint*, really, but the emphasis is on blowing up your rivals. (Although, oddly, to win you need still to finish in the top three – your foes appear to be replenished by a higher power, for no matter how many you vanquish, there are always nine in the race.) Each new track fills in a few more tantalisingly opaque weapons boxes, also dispensing tips like "Ram enemy cars into mines" and "Kill! Kill! Kill!". Your opponents are alarmingly good, increasing in competence as the match progresses until they, too, are side-swiping cars into laser walls and rocketing those impudent enough to pass.

First-class use of sampled speech creates a credible game show atmosphere as you are spurred on to deeds of appalling violence by a gravelly announcer bellowing "TAKE HIS LIFE" or "DESTROY HIM" or (of course) "GET THE SUPER JACKPOT". Even the most wilful of players cannot ignore such compelling orders. In a blizzard of missiles and rockets you've taken out the pack, but pay the price for your impetuosity, ploughing into the burning wreckage and spinning uncontrollably towards a spiked wall. Curses.

But all this was said about the CD version. What of this conversion? Here I consult some notes I made earlier with my nice red pen. "Can't use keyboard" clearly refers to having to use the joystick to enter the ridiculous passwords, for there is a keyboard control option within the game, as well as support for CD32 and two-button joypads. (Playing only with joystick involves awkwardly using space to fire missiles.) "Doesn't save high scores" is self-explanatory, and foolish for a points-led game. "Recognises only two drives" bemoans the game's coming on three disks, so swapping is unavoidable. "Silly last password" is, I'll be bound, a dig at the way you always start on level one unless you specifically select 'Enter Password', at which point the last one you received magically appears – though you still have to keep pressing fire to accept the letters. And "Can't turn off auto-reverse" undoubtedly addresses the way your car is automatically reversed after hitting a wall, a seemingly laudable feature that quickly becomes infuriating. But you do "Get to change cars" when restarting with a password (there are six vehicles to choose from), can "Kill the pit crew" and will appreciate "Intelligent missile handling", so you can't fire a valuable homing rocket until there's a car visible to hit. A pity about "No serial link option, so still superficial overhead racer, albeit repeatedly playable one", really.

● *JONATHAN NASH*





My homing missile strikes home. Ing.

▲ **UPPERS** Fearsomely thrilling overhead racer with rip-roaring atmosphere and neat car handling. Fantastic sound. You can practise a track. A welcome challenge.

▼ **DOWNERS** Even quirkier on the A1200. A disappointing 12 tracks. It doesn't save the high scores. Surprisingly not hard drive-installable. You'll tire rapidly of it.

THE BOTTOM LINE

Stupendously exciting, but definitely a once-a-month game. 4% off for the annoying disk problems, and one more for not adding a two-player mode. Tsk.

79 PERCENT

BUDGETS

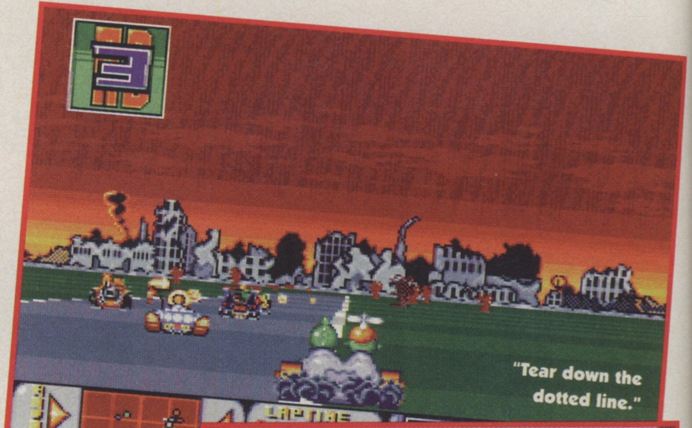
Wisely is it said that he who looks a gift horse in the mouth develops a broader knowledge of horses' tonsils. And on the subject of gifts...

GAMER GOLD COLLECTION

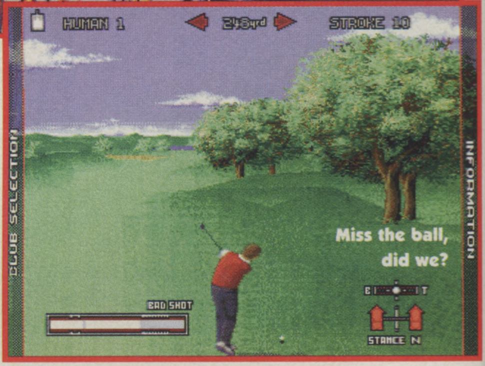
Runs on: CD32
Publisher: Grandslam
Price: £30
Release: August

In the years since its launch, the CD32 has found its (rather unglamorous) niche in life, acting as a vast North Sea into which the Shell-like software companies can dump their aging Brent Spars of games. Crappy games which didn't sell very well on the standard Amigas. Glug. Games that have gone through full-price and budget sales, but are still popular due to the fact that, for instance, they're actually quite good or something. Splish-splash. And of course, games which CD32 owners can truly claim to be their own. Blubble-blubble. And in this bundle, there's one of each.

Bump ("And." – Ed) Burn (AP40, 70%) was widely and enthusiastically hyped as the SNES game *Mario Kart* – but on the Amiga – yet it's nothing of the sort. It's a racing game based loosely on Wacky Races (in an 'avoid copyright infringement' sort of way) that manages to miss the point entirely. *Mario Kart* has lots of characters on short circuits, so you're always in a crowd of other cars, *Bump ("And." – Ed) Burn* has huge tracks that spread the field out painfully thin. *Mario Kart* has shortcuts and hidden routes so you can jump off the track and cut corners, *Bump ("And." – Ed) Burn* doesn't. *Mario Kart* is frantic and funny and entertaining, while *Bump ("And." – Ed) Burn*... Well, you get the picture. More like 48% I'd say.



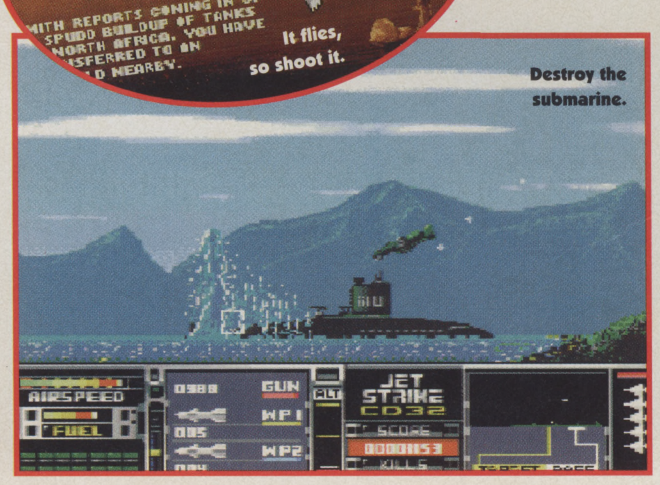
"Tear down the dotted line."



Miss the ball, did we?

Nick Faldo's Golf (AP22, 88%) was always, and will always be, great. It's one of those golf games that looks exactly like pretty much every other golf game, but manages to get everything right. The course are pretty and, more importantly, appear instantly. Your golfer's there in a terrible tank-top, exactly as you'd expect him to be, and Nick's on hand to give you a bit of coaching from a little box in the corner. Best of all, though, the control system (similar to, but light years ahead of *Sensible Golf*'s disappointingly simplistic effort) is completely fabulous, and with all manner of competition options thrown in as well, I see no reason to change the original score – so 88% then.

WITH REPORTS COMING IN OF
SPUDD BUILDUP OF TANKS
NORTH AFRICA. YOU HAVE
SFERRED TO AN
D NEARBY.
It flies, so shoot it.



Destroy the submarine.

Which leaves painfully few words left for the jewel in the crown, *Jetstrike* (AP42, 81%). Try as we might to pour scorn on the hopelessly amateurish nature of this game, there's just no way we can get away from loving it. Featuring every modern fighter and weapons system ever, it's a sort of flight sim/arcade crossover with a strong emphasis on blowing things up. It works because the missions are fun (and not too serious) and because the explosions are so, so impressively, pyrotechnically, expansively HUGE. Truly, blowing things up IS clever, and with at least 100 levels to plough through, plus a bonkers aerolympics mode for pacifists, it's a hugely flawed but even hugely more entertaining gem of a game, and worth 30 quid in its own right.

● *CAM WINSTANLEY*

THE BOTTOM LINE

Two great yet totally different games and a take-it-or-leave-it below par racing game for thirty quid? Yes please.

82 PERCENT

ISHAR TRILOGY

Runs on: A1200
Publisher: Silmarils
Price: £30
Release: Out now

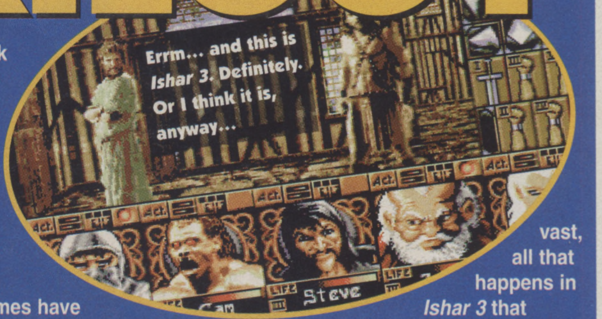
It's always worth checking back to the original reviews when looking at budget releases, and it's interesting that with these three (well, actually it was more like one game three times) the reviews of the first two smelled of wishy-washy indecisiveness, while the justly deserved kicking finally got delivered by Cam in the third (and let's hope final) instalment.

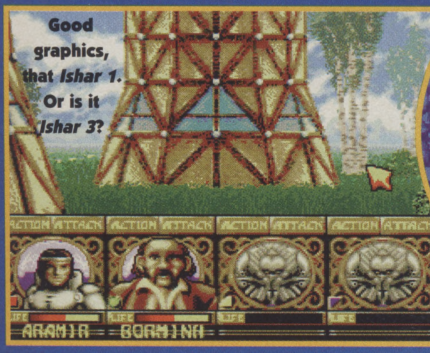
Okay, so they look cool with those misty graphics and detailed scenery, but the creaking gameplay (point and click there, attack that soldier, pick up his gold and wander to the next village) has been superseded many times over and makes *Ishar* look and feel redundant. Haven't they heard? *Doom* games are here, so who could possibly want this sort of static, jolting affair any more?

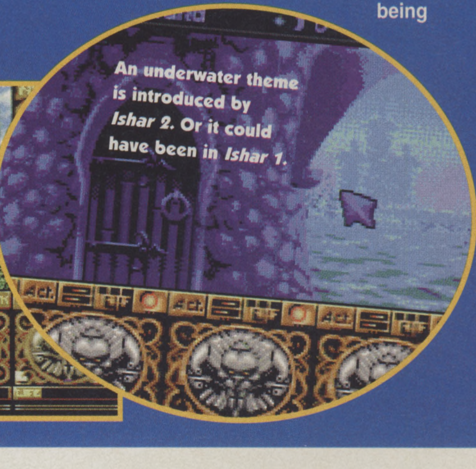
I'm also annoyed that the games have failed to evolve, and instead just got bigger. Now this would be acceptable if it weren't for the fact that by being vast, all that happens in *Ishar 3* that didn't happen in *Ishar* is that you can get lost by a greater margin. Big is certainly not beautiful.

I just find this sort of RPG drudgery boring, and although 30 quid for three games seems great value, don't forget they're incredibly similar to each other. Heck, just check out the screenshots to see that. There's got to be more to life than *Ishar.*

● *PAUL MELLERICK*


Errm... and this is *Ishar 3.* Definitely. Or I think it is, anyway...


Good graphics, that *Ishar 1.* Or is it *Ishar 3?*


An underwater theme is introduced by *Ishar 2.* Or it could have been in *Ishar 1.*

THE BOTTOM LINE

A good value compilation, but only if you can accept that the three parts are practically identical, and it's a tired, overused and unoriginal game at that. People who play these should really lighten up.

51 PERCENT

ON THE BALL: WORLD CUP EDITION

Runs on: A1200
Publisher: Ascon
Price: £13
Release: Out now

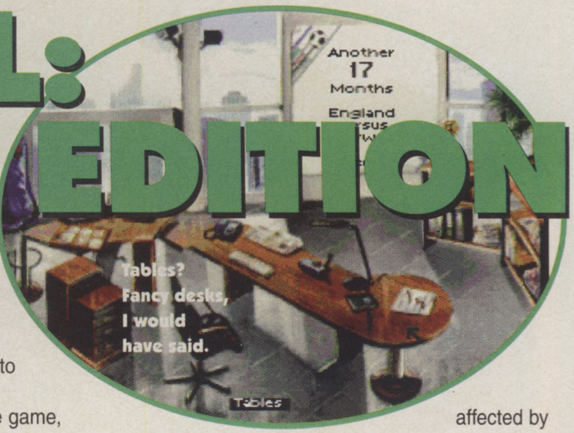
I hadn't ever sat down long enough to understand just how different this is from other footy manny games, but now I am a believer. In fact, the only major problem with it is that *OTBWCE* makes such a crappy acronym.

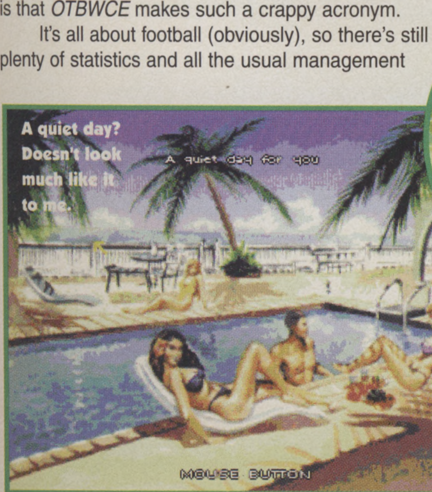
It's all about football (obviously), so there's still plenty of statistics and all the usual management stuff such as training, team selection, formations etc. Only this time the game makes things a little more true to life by fleshing out the team into characters and placing them in odd situations as you try to formulate a World Cup winning team.

This may sound like it's clouding the game, but not so. As players get love-sick, or turn to the bottle, it adds greatly to the feeling that somewhere out there, real players with real lives are being affected by your decisions. Even the graphics are lovely.

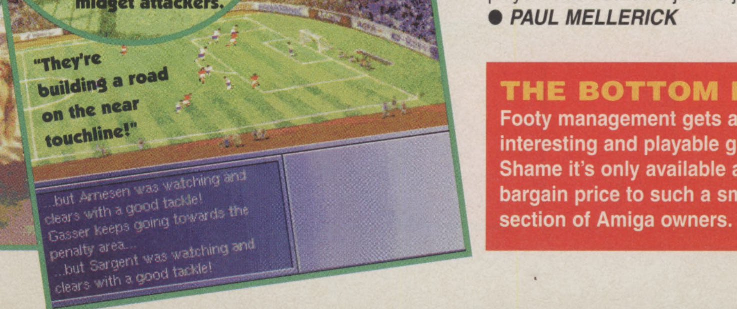
Unfortunately, the budget version is A1200 Hard Disk only, and being programmed (and, it would seem, translated) by Germans, there's some alarming (ab)uses of our mother tongue. There are also a few bugs, ranging from getting players' names and form ratings mixed up to the game to crashing if you mistakenly try to use the joystick instead of mouse to take penalties. But these are petty compared to the joy of hearing one of your players has decked a journo just before a match.

● *PAUL MELLERICK*


Tables? Fancy desks, I would have said.


A quiet day? Doesn't look much like it to me.

The monster goalkeeper was troubled by midget attackers.


"They're building a road on the near touchline!"

...but Arnesen was watching and clears with a good tackle!
Gasser keeps going towards the penalty area...
...but Sargent was watching and clears with a good tackle!

THE BOTTOM LINE

Footy management gets a human face in this interesting and playable game. Shame it's only available at this bargain price to such a small section of Amiga owners.

85 PERCENT

PD

Dipping his toes delicately into the waters of the vast ocean that is the public domain, Paul Mellerick pulls back with a gloopy substance sticking to him. And a few games as well. Thankfully.

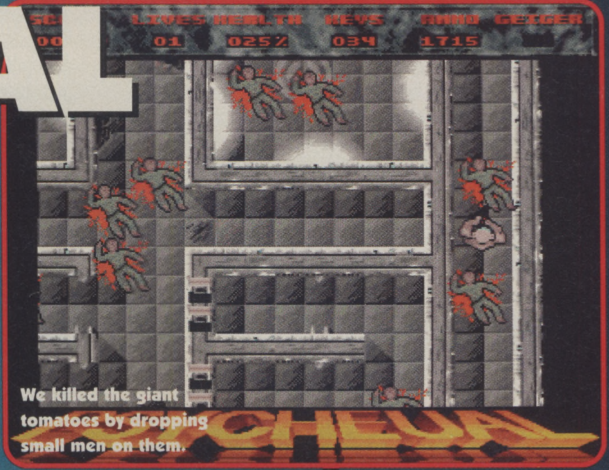
PSYCHEUAL

17 Bit Software

Eh, not bad, mate. A top *Alien Breed* clone and no mistake. And quite a playable game in its own right, too. Nothing too hard to get your head round – just find the four globes, turn the self-destruct sequence on and then get to the deck lift before it all blows up (in yer face). But you'll have to make sure you keep tapping that fire button, sticking enough bullets into the enemy until they fall on the floor in a big red mess. You don't have to do this of course, but unless you like the idea of losing your two lives REALLY QUICKLY, you'd better get used to it.

Unfortunately, because this is just a one-level PD version of the finished game, there's not that much to get to grips with. There's plenty of fun to be had from just this small level, though, and as a teaser for proper game with more weapons and all that, it's perfect.

My only slight quibble would be with the 'hidden' guards, who are represented by a sort of silhouetted square, because sometimes they're incredibly difficult to see, and because you lose your health continuously rather than just once when you get hit, you can die rather too quickly for my liking. Still, can't have everything, and for a walk-around-and-blast-'em game, this is great quality stuff. I might even consider an attempt to get hold of the finished version.



We killed the giant tomatoes by dropping small men on them.

Second globe almost got, two to go.

THE BOTTOM LINE:
A quality *Alien Breed* clone that's a fun one-level promise of what the full game has to offer. Definitely worth a little peek. ★★★★

SLIDER

17 Bit Software

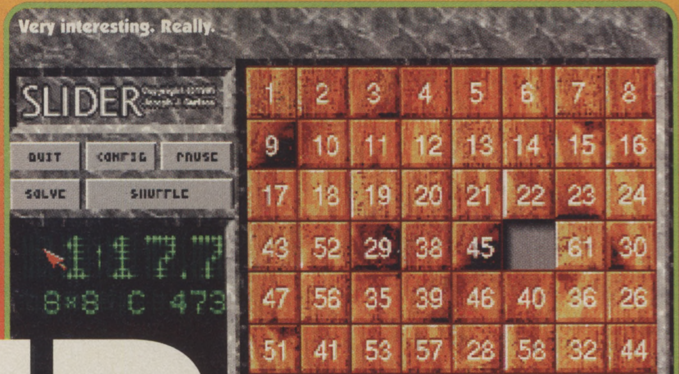
Aha. This will be one of those fiddly, shifty about puzzley games then, right? Yep, thought so. So why try to recreate a cheap plastic game on a computer? Because you can do loads of different things with it, that's why.

Gone are the days of trying to deal with just a four-by-four square (with one piece missing, obviously). In this digitised version you can choose the length and width of your puzzle from any number between two and eight (for the less mathematically minded among you, that means you can have almost anything from four to 64 squares). On top of that, the computer will automatically shuffle the numbers up for you. And it's all controlled by the mouse. And there's a timer so you can record your best times as well as the number of moves it took. And everything. Man.

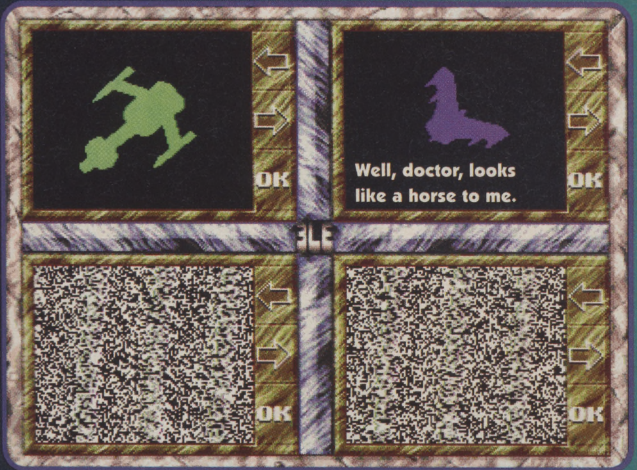
In fact, I can't find a thing wrong with it. It's very professionally put together, it has all the right options, and if you're anything like me, it'll keep you going for a seriously long time.

THE BOTTOM LINE:
A good computer reproduction of the slidey puzzle game with all the right options and an incredible amount of user-friendliness. ★★★★½

SLIDER
QUIT
CONFIG
PAUSE
SOLVE
SHUFFLE
4:22.6
5×5 P 693
4:22.6 693
Interesting.



Very interesting. Really.


OK
OK
OK
OK
3LE

Well, doctor, looks like a horse to me.

BRATWURST

On Line PD

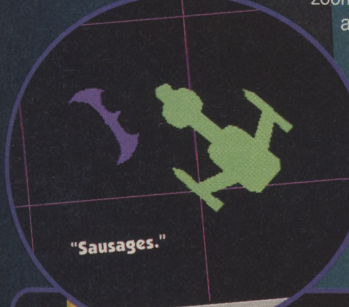
“It's like you're falling into the screen, man”. And I had to agree. Because it is. What am I talking about? The effect playing this game will have on you, that's what. You see, *Bratwurst* has this novel zooming-in thing, that it does. You start the game, basically a not-as-playable-or-as-detailed *Gravity Power (Force 2)* clone, and fly toward your opponent with the intention of shooting him/her down. In this game though, as you do so, the screen zooms in on the players. So you can get a close look at the target. Possibly. Fly away and it zooms back out again. Not only is the effect very nicely done, it's also incredibly cool.

Unfortunately, the game (as I mentioned briefly above) isn't as good as the effect. The ships don't move with the correct amount of inertia to make the game exhilarating or playable and the special weapons are either bad (my guided missile ended up killing me instead of Cam) or puzzling (Jonathan's missile made the screen go red and made him win).

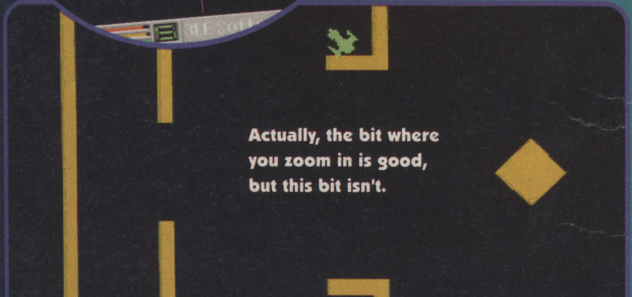
Still, you can have up to four players, there's a huge collection of ships just waiting to be selected and it's got a stupid name. Sorry, but I couldn't think of anything else to say.

The good points, though, don't make up for the deeply disappointing gameplay faults and after a few goes, you are no longer thrilled by the fact that the screen zooms in and out. It's a novel zoom and a good one too, but without a decent game to back it up it's tragically redundant.

THE BOTTOM LINE: A good graphic twist and a cool type of game to base it around. But without the gameplay, it just doesn't have anything of substance to offer. ★★



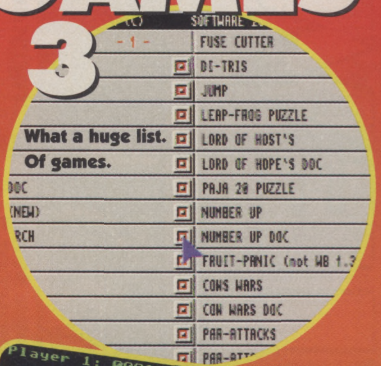
“Sausages.”


3LE Software
3LE Software

Actually, the bit where you zoom in is good, but this bit isn't.

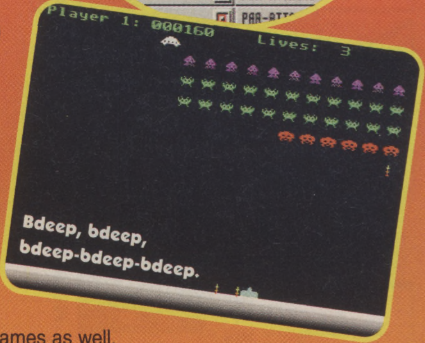
101 GAMES VOL. 3

Software 2000


SOFTWARE 2
- 1 -
FUSE CUTTER
DI-TRIS
JUMP
LEAP-FROG PUZZLE
LORD OF HOST'S
LORD OF HOPE'S DOC
PAJA 20 PUZZLE
NUMBER UP
NUMBER UP DOC
FRUIT-PANIC (not WB 1.3
COWS WARS
COW WARS DOC
PAR-ATTACKS
DOC
(NEW)
RCH

What a huge list. Of games.

There's nothing I can do about it. I'm just going to have to use it. You know. That word. BLIMEY! Over 100 games. All PD. And a bit on the cheap side, too. Okay, so £10.99 isn't cheap. But that's something like... er... 11 pence per game. And that IS cheap. Granted, some of the games are worth less than that, but I've spent a whole day just going through the disks and there are some very good games. And there are some average, playable games as well.


Player 1: 000160
Lives: 3

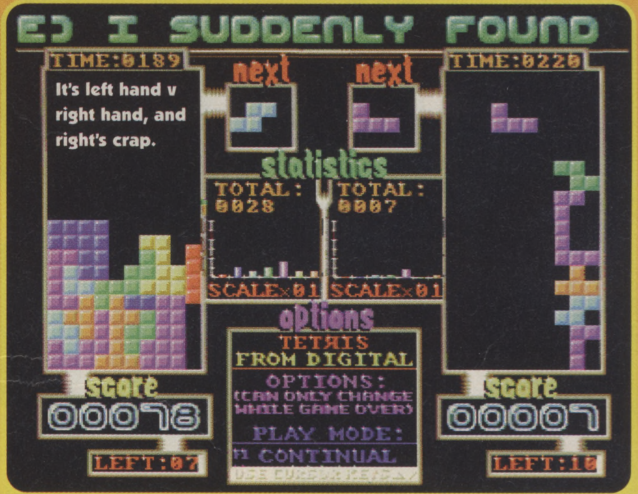
Bdeep, bdeep, bdeep-bdeep-bdeep.

The management regrets that it can't give you a complete run-down on all the games, but it's the usual collection of shoot-'em-ups, platformers, puzzle games and there's even a text adventure. Natch. And thanks to a great and easy-to-use menu system, you can choose which game you want to play, read the instructions (if there are any) and load it in with the minimum of effort.

I know there are loads of this kind of PD compilation around, but this one does have a few very good games and lots of average ones as well as its fair share of bad ones. Some of them are quite old too. Still, it's a nicely bundled effort and a very good price. It may not be ideal for people who have a reasonable collection of PD games already, but if you've ever fancied trying out loads of new games and you've got at least one day free, then you might well enjoy this package.

THE BOTTOM LINE:

Good games, average games and appalling ones. All in one coolly presented package. An, erm, interesting proposition. Mmmm. ★★★1/2


E) I SUDDENLY FOUND
TIME:0189
TIME:0220
next
next
statistics
TOTAL: 0028
TOTAL: 0007
SCALE×01
SCALE×01
options
TETRIS FROM DIGITAL
OPTIONS: (CAN ONLY CHANGE WHILE GAME OVER)
PLAY MODE: CONTINUAL
score
00078
score
00007
LEFT:07
LEFT:10

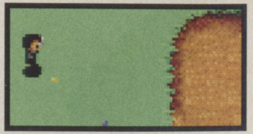
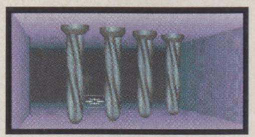
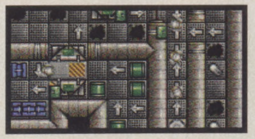
It's left hand v right hand, and right's crap.

WHO? WHERE? HOW?

Get in touch with the people who sent me all the games reviewed in this issue by ringing their telephone numbers. And those numbers in full are: 17 Bit Software (01924) 366982, Software 2000 (01827) 68496 and Online PD (01704) 834335

POINTS OF VIEW

The worm has turned! I believe in the recovery! Viva Escom! Honk blurble pibble meep!

	COLONIZATION	 SENSIBLE GOLF	GLOOM	 BEHIND THE IRON GATE	ROADKILL A1200	SUPER STREET FIGHTER 2	 TIMEKEEPERS
CAM WINSTANLEY	Steve wouldn't let me play it	Okay with multi-players ★★★	Yip-Yip ★★★★★	Blue ★★★	Take his life! ★★★★	Swap his disks! ★★★★	At last – thanks Vulcan ★★★
STEVE FARAGHER	Hubba ★★★★★	Has-beens ★★	Hip-Hip ★★★★★	Ha-Ha ★★	Hooo-eee ★★★★	Haven't played it	Hnnngh ★★
JONATHAN NASH	Steve wouldn't let me play it either	Oddly, sensible golf ★	Er, quip quip ★★★★★	Generally pleasing ★★★	Carquake ★★★★	Shabbo Fighter, more like ★★★	Intricate ★★★★
PAUL MELLERICK	Or me	Yup ★★★★	Yup ★★★★★	Nope ★★	Yee-haa! Pardner ★★★★	Yup ★★★★	Nope ★
RICH PELLEY	Haven't played it	GREAT ★★★★	FAB ★★★★	IT'S STILL NOT REALLY ME ★★	THEY HADN'T TIME ★★★★	TO REDESIGN THIS PAGE ★★★	AMATEURS ★★
DEAD PERSON	Nobody funny has died this month	So they're resorting to archetypes ★★★	They think it's clever ★★★★	To mock the dead ★★★	The celebrity needn't be dead ★★★★	But Hugh Grant's been overdone ★★★	And Lee Clegg's out of the question ★★

ON SALE 17TH AUGUST

NEXT MONTH

MORE OF THE SAME. YET MIGHTIER STILL.

This month the AP roadshow will be visiting Cleveleys (municipal car-park), Liphook (otter sanctuary), Seascale (park and ride site) and Belfast (fish market) CANCELLED. We hope to see you all there and don't forget to bring your mothers along for a great family day out.

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there and don't forget to bring your mothers
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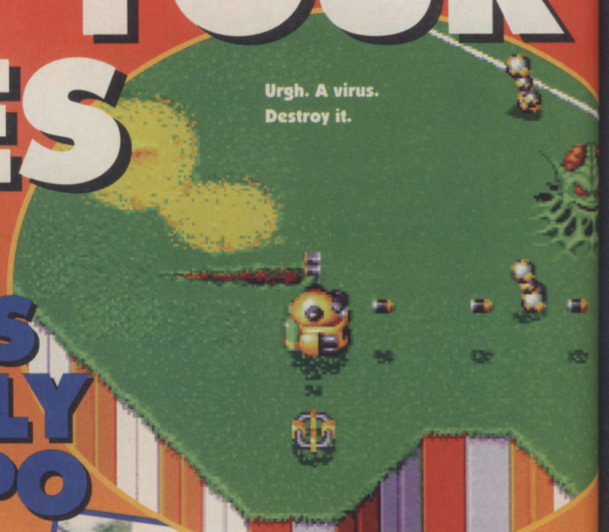
MONTH

CONFESS YOUR ALLERGIES

AND WIN FIVE VIROCOP JACKETS IN OUR MEDICALLY INCORRECT COMPO



Urgh. A virus. Destroy it.

THE FEEBLE JUSTIFICATION

FACT – A virus is a pathogenic agent (a combination of chemicals or, in the case of computer viruses, binary information) that's capable of increasing rapidly inside a living cell (or computer system) causing breakdown and possible death. Viruses have quite a lot to do with Graftgold's clever game *Virocop* (AP51, 81%).

FACT – An allergy is a hypersensitive reaction to certain antigens promoting allergic reactions, usually coughing, sneezing or eye irritation. Unlike viruses, they have nothing to do with Graftgold's game *Virocop,* but more importantly, they're usually non-fatal, and therefore less likely to get us into trouble when we make fun of them.

THE PRIZE, AND A WORD FROM OUR SPONSORS

Although the game's been written by Graftgold, it's actually being released by Renegade, but it's Warner Interactive Entertainment who are providing the prizes. They're the entertainment wing of a sinister mega-global corporation that now cast an obsidian-black shadow over the goings on of Renegade, in exactly the same way that AMIGA POWER's moves are monitored by faceless Gucci suit-wearing money-men via closed circuit television cameras.

The difference between their sinister mega-global corporation and ours is that they're giving away four jackets as a compo prize. For promotional clothing they're surprisingly tasteful, subdued and not at all tacky, and even though we quite like the complimentary one sent to us, we're giving that one away as well, giving you five chances in all to win one.

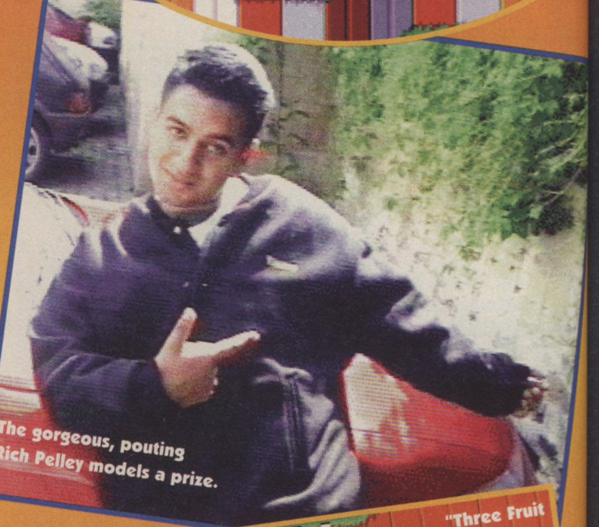
THE COMPO

As the entire AP team (except Cam) wheezes, coughs and cries their way through the hay fever season, we want you to list and confess everything you're allergic to, and how this affects your life. As usual, it doesn't matter if you're lying to us, just as long as we believe you. Our team of hand-picked allergy victims will then weep and drool over every entry to determine the best handful.

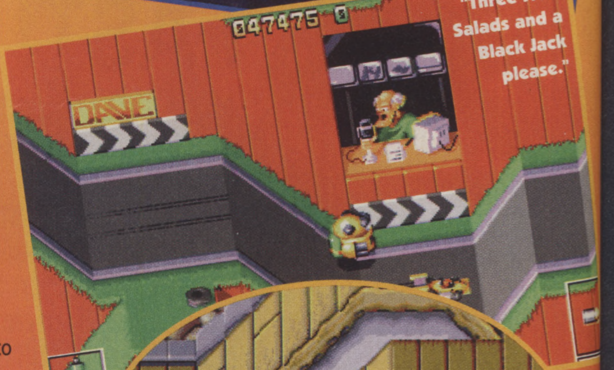
In the event of us having more than five clever and imaginative entries, please complete the following tie-break sentence in fifteen words or less:

I'd rather spend the night in a stuffy room full of Persian cats and Angora rabbits instead of eating gluten-enriched dairy ice cream sprinkled with strawberries because…

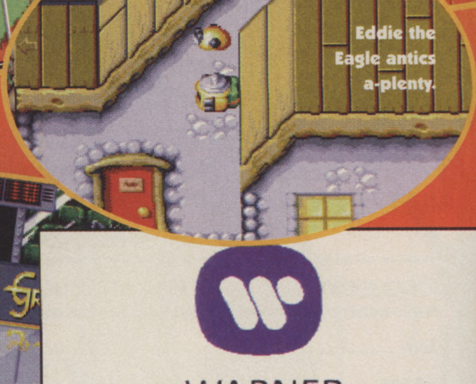
Both these tasks completed, write it all down on the back of a postcard (ie NOT in an envelope) and send it complete with your NAME AND ADDRESS (the number of cretins who forget this is shocking) and send them to **But Surely Diseases And Afflictions Are Nothing To Be Sneezed At, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to arrive before August 31.**



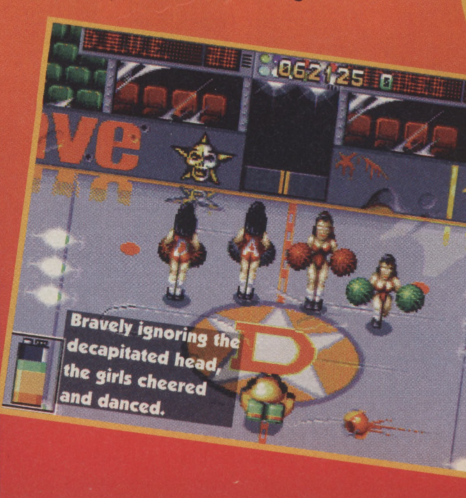
The gorgeous, pouting Rich Pelley models a prize.



"Three Fruit Salads and a Black Jack please."



Eddie the Eagle antics a-plenty.



Bravely ignoring the decapitated head, the girls cheered and danced.

THE RULES

1. Future, Pearson and Warner lackeys can't enter.
2. Any time after August – you lose.
3. Be creative – and win.
4. We decide, you live with the decision. That's how it's always been.

WARNER
INTERACTIVE
ENTERTAINMENT

http://www.futurenet.co.uk/games/amigapower.html

FutureNet

SOME QUESTIONS AND ANSWERS REGARDING THE ABOVE:

Q What the flipping heck is it?

A That's our CyberAddress to the VirtuaVersion of AMIGA POWER, and it's a real pain to have to read out to someone over the phone.

Q Which means what exactly?

A To quote well-respected international weekly news magazine Time, the Internet "is more than a place to find pictures of people having sex with dogs". As if to validate this comment, AMIGA POWER (like all other Future mags) has an ethereal 'presence' in the DigiWorld of the Internet, a world that only CyberOtakuInfoAutobahn Surfers can inhabit.

Q What's in it for me?

A We're currently displaying a 'taster' of AMIGA POWER and are particularly proud of Cyber Surfing USA which, in a supremely smug and self-referential move, pours scorn and derision on the Internet.

Things, however, are moving quickly in the DigiDomain of the Internet. During the scorching summer months, and to subsidise their shamefully low grants, teams of starving students will be working in sweatshop conditions as SLAVE LABOUR OF THE INTERNET, adding thousands of back-issue pages to Futurenet. And according to the 'Master Plan,' we'll soon be writing new stuff. JUST FOR THE NET. Wowzers.

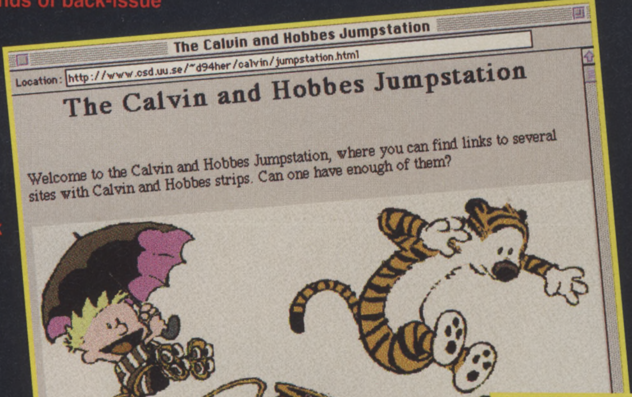
Q What's in it for you lot?

A Money, what else? Although all Futurenet sites are free to access, the idea is that people in suits will soon be bombarding you with advertising on it, earning our sinister mega-global corporation big bucks. At the moment, around 40,000 read Futurenet daily, a fact that causes our very own advertising people to FROTH AND DROOL.

Q So what else is good then?

A 'Good' is kind of a relative term when referring to the Internet, and one we'd rather not use. Instead, here's what we've found entertaining this month.

http://www.whitehouse.gov/White_House/Family/html/Life-plain.html
Bill Clinton's cat Socks is the western world's most powerful feline, and now YOU can hear its miaows direct from the White House. Record producers take note, surely this is THE sound sample of '95.



The Calvin and Hobbes Jumpstation

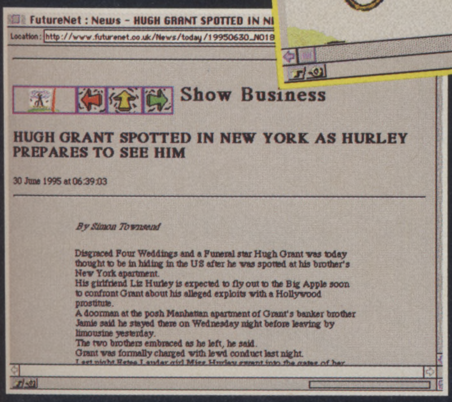
Location: http://www.csd.uu.se/~d94her/calvin/jumpstation.html

The Calvin and Hobbes Jumpstation

Welcome to the Calvin and Hobbes Jumpstation, where you can find links to several sites with Calvin and Hobbes strips. Can one have enough of them?

http://www.csd.uu.se/~d94her/calvin/jumpstation.html
Discover that you're only one of about a million people who love Calvin and Hobbes with this jump-off site that directs you to the many, many child/tiger related Net sites.

http://www.futurenet.co.uk/News/today/index.html
Future's very own news feed service is updated daily and means we don't have to leave our Apple Macs to stay up to date with naughty Hugh's latest antics.



FutureNet : News - HUGH GRANT SPOTTED IN N

Location: http://www.futurenet.co.uk/News/today/19950630_N018

Show Business

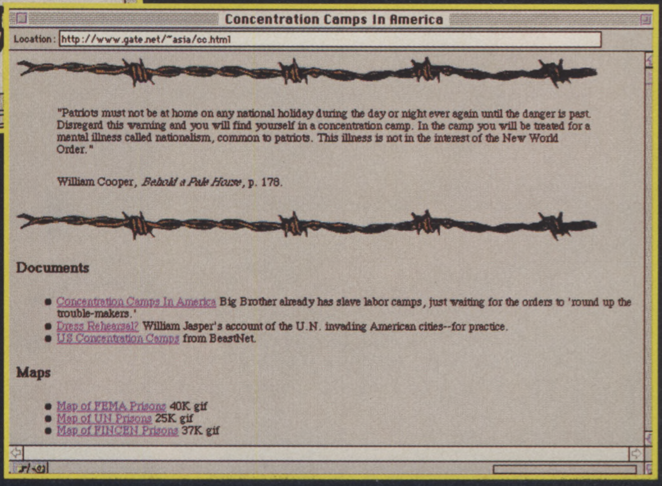
HUGH GRANT SPOTTED IN NEW YORK AS HURLEY PREPARES TO SEE HIM

30 June 1995 at 06:39:03

By Simon Townsend

Disgraced Four Weddings and a Funeral star Hugh Grant was today thought to be in hiding in the US after he was spotted at his brother's New York apartment.
His girlfriend Liz Hurley is expected to fly out to the Big Apple soon to confront Grant about his alleged exploits with a Hollywood prostitute.
A doorman at the posh Manhattan apartment of Grant's banker brother Jamie said he stayed there on Wednesday night before leaving by limousine yesterday.
The two brothers embraced as he left, he said.
Grant was formally charged with lewd conduct last night.

http://www.gate.net/~asia/cc.html
Maps of alleged concentration camps prepared for when the United Nations invades and subjugates Kansas and Utah. A rare insight into the minds of the USA's private militia forces. And these people have guns. Eek.



Concentration Camps In America

Location: http://www.gate.net/~asia/cc.html

"Patriots must not be at home on any national holiday during the day or night ever again until the danger is past. Disregard this warning and you will find yourself in a concentration camp. In the camp you will be treated for a mental illness called nationalism, common to patriots. This illness is not in the interest of the New World Order."

William Cooper, *Behold a Pale Horse*, p. 178.

Documents

- Concentration Camps In America Big Brother already has slave labor camps, just waiting for the orders to 'round up the trouble-makers.'
- Dress Rehearsal? William Jasper's account of the U.N. invading American cities--for practice.
- US Concentration Camps from BeastNet.

Maps

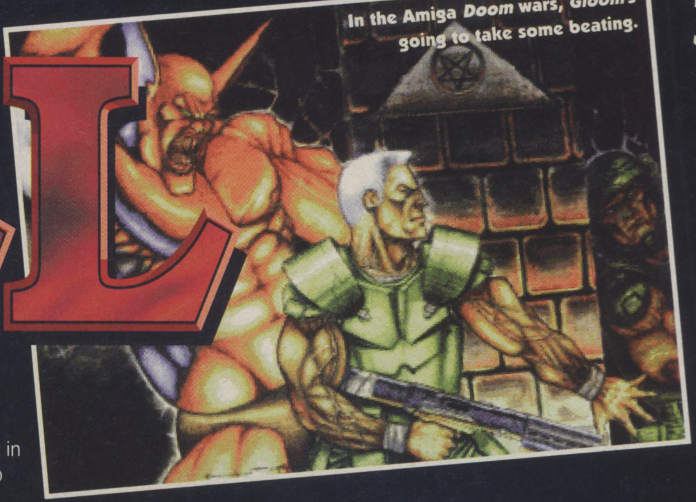
- Map of FEMA Prisons 40K gif
- Map of UN Prisons 25K gif
- Map of FINCEN Prisons 37K gif

FUTURENET – FOR ONCE, SURPRISINGLY, THE FUTURE IS ACTUALLY HERE.

AMIGA POWER cordially invites you all to...

GO TO

HELL



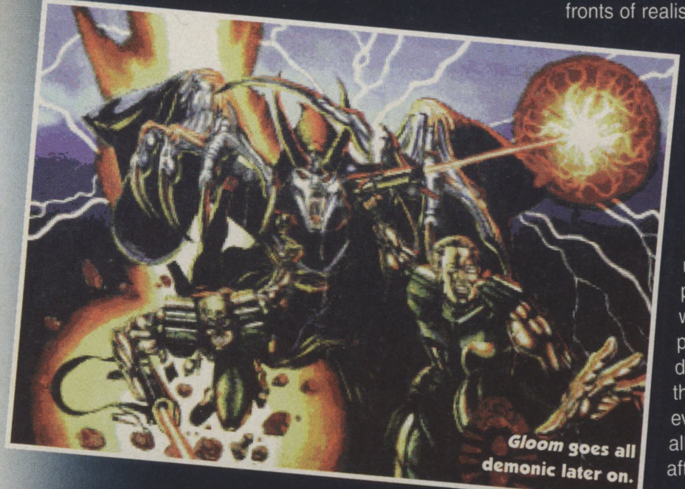
In the Amiga *Doom* wars, *Gloom*'s going to take some beating.

The Western world's idea of a good night in is swiftly turning into something like this:

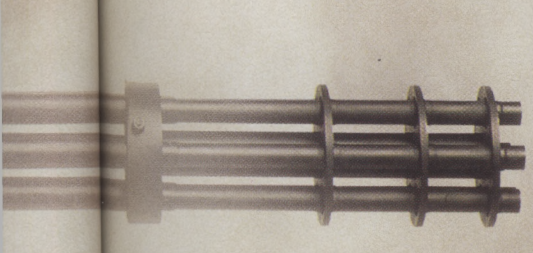
9.15 – A nice hot cup of tea and buttered fruity muffins.
9.25 – Shoot a demon three times in the face. Retrieve some extra ammunition guarded by something unspeakably foul that bursts when you shoot it in the stomach with a shotgun.
10.00 – Receive multiple through-and-through bullet wounds from a large hairy man with a machine gun.
10.14 – Discover that your path is blocked by no less than a MINION OF SATAN HIMSELF. Realise with relief that the massed forces of the Dark Master are no match for an electrically powered six-barrelled minigun firing upwards of 1,800 rounds a minute.
10.15 – Tip-toe daintily through the pile of protoplasm that was once a diabolic minion, pull a switch and start to do the same again, but on a different level.

Entertainment's a funny old thing, isn't it? In Roman times it was feeding Christians to the lions, in Victorian times it was wearing starched collars and peeking at girls' ankles and now it's running around causing as much maimage as possible – virtually of course.

All this current commotion was kicked off by id Software's PC game *Doom*, which sparked a storm of media and gamer interest on the multiple fronts of realism, graphic violence and the fact that it was shareware. Ever since it emerged, we've been inundated by "When's *Doom* coming out on the Amiga?" letters, and the short answer is that it isn't. However, where id fears to tread, there's nearly a dozen Amiga programming teams working on what many people believed couldn't be done – a *Doom* clone on the Amiga. But why is everyone so excited? Why all this fuss over what is, after all, just a 3D maze game with guns? ➤



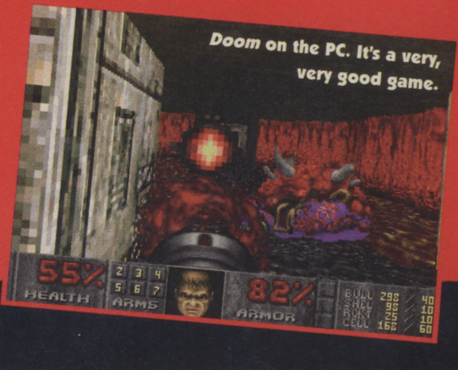
Gloom goes all demonic later on.



WHY DOOM GAMES ARE GREAT – A SYNOPSIS

- The first person viewpoint means that you're right in the action.
- The twists and turns of the maze provide countless nooks and crannies for monsters to hide behind.
- You've got a large selection of large guns. This is good.
- Good graphics count. Since the idea's to make it as realistic as possible, better graphics mean a greater sense of reality.
- They're completely and utterly convincing. Watch someone play one and see how they duck or recoil when baddies lurch out from darkened rooms.
- Had they not already been invented, *Doom* games would almost certainly have been the next generation of video games.

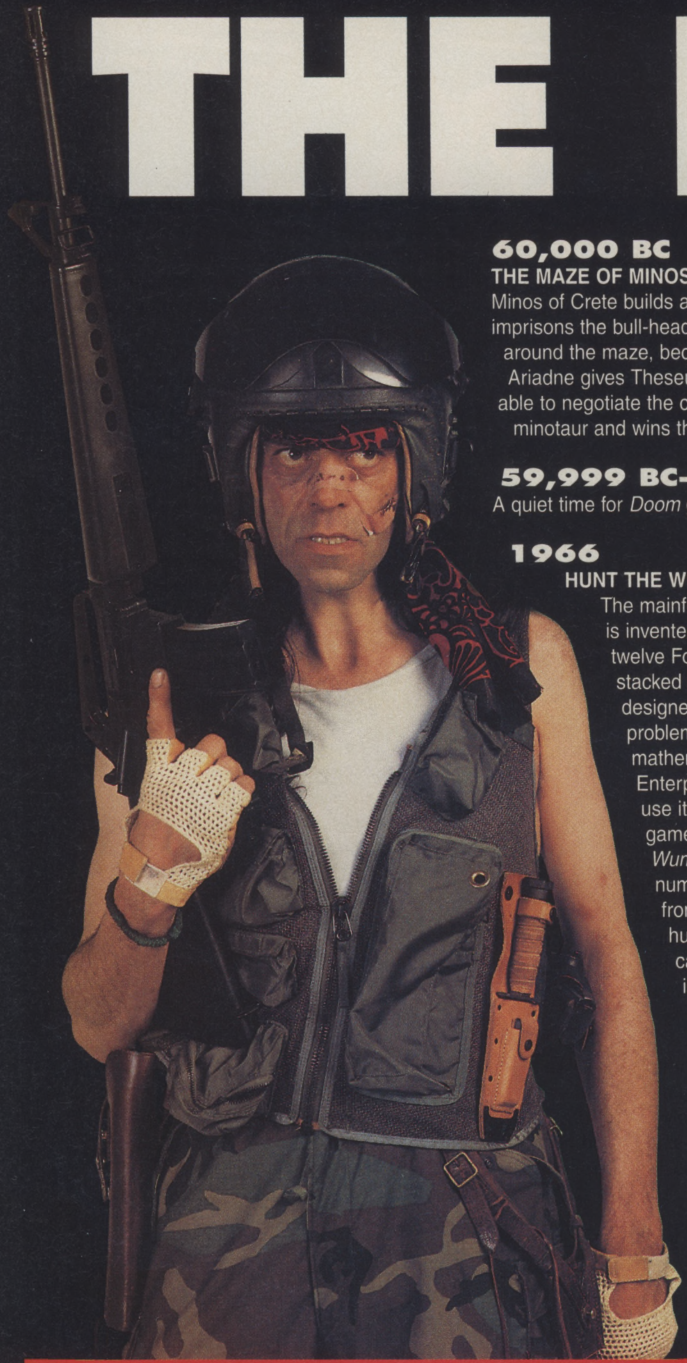
So – *Doom* then. What is it? Where did it come from? Where, indeed, is it going? If you were to meet it at a formal party – say, one thrown by an ambassador to welcome a developing country into a trade agreement – how should it be addressed? These are important questions. We will answer them all, starting with that of the game's history. The years are falling away… falling… falling…



Doom on the PC. It's a very, very good game.

THE HISTO

OF



60,000 BC

THE MAZE OF MINOS

Minos of Crete builds a maze in which he imprisons the bull-headed minotaur. People walk around the maze, become lost, and are killed. Ariadne gives Theseus some thread and he is able to negotiate the corridors. He slays the minotaur and wins the throne.

59,999 BC-1966

A quiet time for *Doom* games.

1966

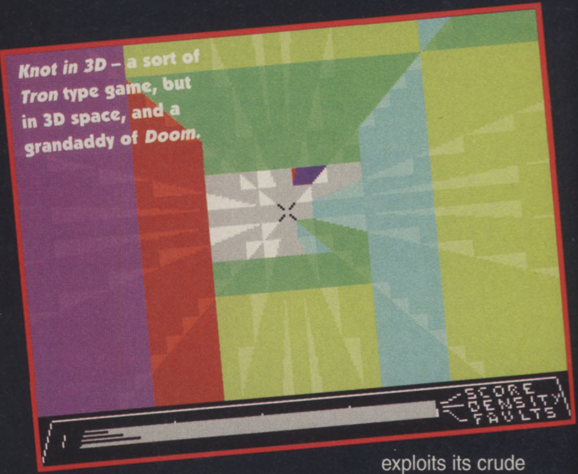
HUNT THE WUMPUS

The mainframe computer is invented. As large as twelve Ford Edsels stacked three high, it is designed to solve problems of mathematics. Enterprising students use it to write a maze game called *Hunt the Wumpus.* By typing in numbers you move from room to room, hunting a monster called a wumpus. The game is text-only. It is not popular with the public who, alerted by the science journal Boundary, eagerly await the (even more expensive) next generation of machines.

1982

3D MONSTER MAZE

The ZX81 is invented. It could fit easily into the exhaust muffler of a Triumph Herald. An ingenious programmer exploits its crude block graphics to create *3D Monster Maze,* in which the player runs around a maze while chased by a ferocious carnivore. It is heralded by archaeological experts as the Maze of Minos – but on a computer.



***Knot in 3D* – a sort of *Tron* type game, but in 3D space, and a grandaddy of *Doom*.**

1983

3D TUNNEL

The Spectrum is invented. It is substantially smaller than the Renault 5 of television personality Ron Pickering. The programmer of *3D Monster Maze* converts his *3D Tunnel* to the new machine. In the game, the player races down a twisting tunnel, shooting vermin. *3D Tunnel* features the first end-of-level boss as it transpires the player is running through the London Underground and must

DOOM – THE MOVIES

'Doom – The Movie' is already in the pipeline, inevitably with Big Arnie pencilled in for the lead role, but this is only the latest in a long line of what are clearly *Doom*-related movies. We investigate.

Evil Dead 2

Sawed-off shotguns, chainsaws and legions of the damned provided id Software with all the material they needed for the original *Doom.* Groovy.

The Third Man

Harry Lime dashed about for ages in that protracted Vienna sewer sequence. A coincidence, or just another example of Orson Wells' incredible scope and vision providing cinema's first *Doom* sequence?

Die Hard

Collecting weapons and ammo, taking lifts up to other levels and escaping through air vents – if you think about it, John McClane's ordeal is nothing more than a 90-minute *Doom* rip-off.

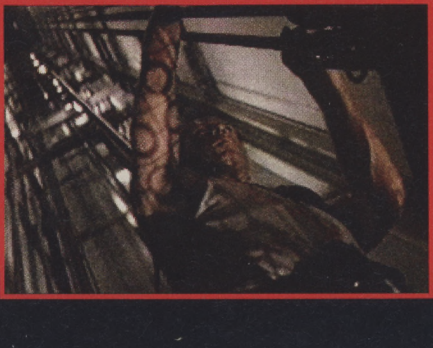
Leon

Featuring authentic 'down the gun' shots as the oik with the dreadlocks shoots up the room with a Tech 9, Leon's very much *Doom,* only a bit more European, and with a little girl in it. And a plant. And Gary Oldman being a bit loopy.

As usual.

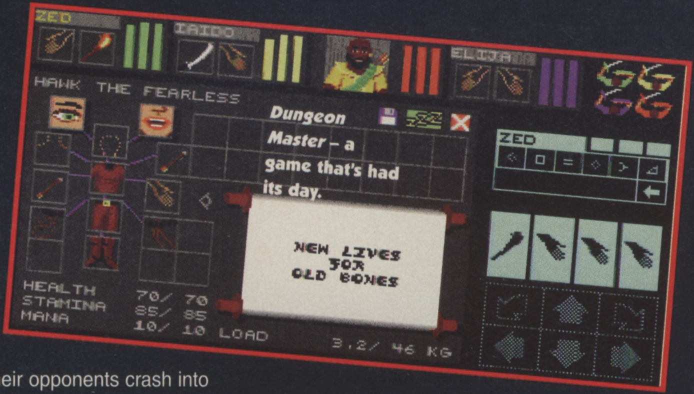
Barton Fink

I'll show you the life of the mind...



RY
DOOM

ultimately avoid an oncoming train.



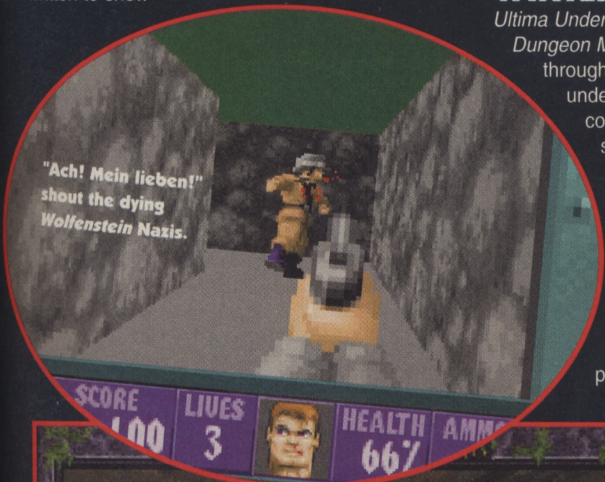
Dungeon Master – a game that's had its day.

1984
KNOT IN 3D

Tommy Cooper receives vast applause for dying on stage. It is not known if he drove. *Knot in 3D* is written. Players of the game must chase three computer players within a gigantic empty sphere, aiming to make their opponents crash into their trails. The game is bafflingly unique, and is later revealed to have been used extensively by the military in training fighter pilots. Archaeologists, however, are disappointed.

1985
DUNGEON MASTER

16-bit computers are invented. *Dungeon Master* is written to show off these new machines' capabilities. It is a maze game where the player hunts monsters who attack by displaying numbers. Pleased by its inclusion of orcs, role-players herald it as Dungeons and Dragons – but on a computer. Traditionalists fear it could spell the end of twelve-sided dice.



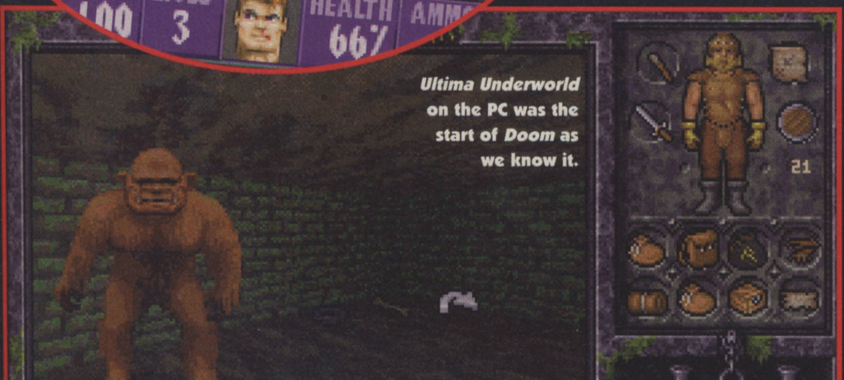
"Ach! Mein lieben!" shout the dying *Wolfenstein* Nazis.

WINTER 1992

Ultima Underworld is written for the PC. Unlike *Dungeon Master* the player's movement through the (by now widely accepted) underground maze is smooth and convincing. The orcs, however, stubbornly remain.

SPRING 1992

Wolfenstein is written for the PC. All dungeon-related 'hit points' and 'parties' are dropped in favour of fast action and machine-guns. There are complaints over its use of Nazis as villains by ordinary, decent people who fear that gunning down stormtroopers trivialises Nazism. 'Allo 'Allo is invented. It is the size of the bus from The Big Bus.



Your lockpicking attempt failed.
Use lockpick on what?
You succeed in picking the lock.
You see a massive door.
You see a friendly great troll named Garg.

***Ultima Underworld* on the PC was the start of *Doom* as we know it.**

1993

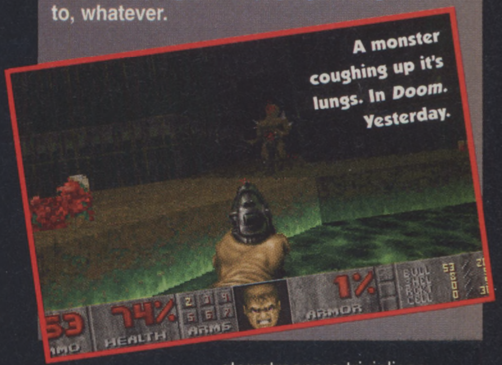
The programmers of *Wolfenstein* release *Doom*. The game is heralded as *Doom* – but on a computer. Archaeologists praise the map feature as accurately emulating a length of thread.

WHAT'S THE TRICK?

Sorry to get technical for a moment, but to describe *Doom* properly, and to demonstrate how clever Amiga programmers have been, it's necessary to get technical for a moment. We'll make this as painless as possible.

- **The levels in *Doom* type games don't actually take up much memory. That's because they're stored as a floor plan, leaving the computer to extrapolate all the 3D detail and stuff.**
- ***Doom* games rely mainly on bitmapped graphics for their realism. These are 2D sections of detail (walls, floors, doorways, etc) that are manipulated in 3D.**
- **The screen displays of PCs can handle these easily and economically thanks to their use of planar screens. We could mention phrases like 'one bit per pixel' to illustrate the point, but you'd know we were bluffing.**
- **PCs have fast processors. The current norm for PCs is 486, but even the mighty A1200 is equivalent to the humble 286 PC, which is yesterday's news.**

It's easy to see why a fast-moving, fully bitmapped *Doom* clone has been dismissed out of hand by the non-Amiga owning world, as programmers have to overcome the Amiga's confusing interleaved bitmap screen display and relatively slow processor speed which, as we'll soon see, means compromising on either detail or screen size. But before we check out the contenders for the *Doom, But On The Amiga* crown, let's turn over the page and see exactly what it is they're ripping off. Or paying homage to, whatever.

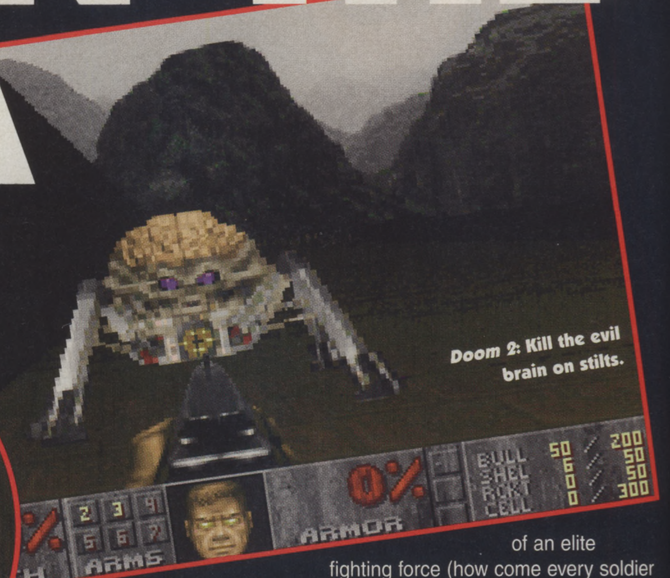


A monster coughing up it's lungs. In *Doom*. Yesterday.

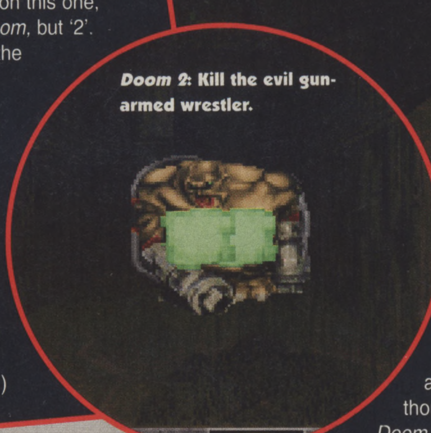
DOOM – BUT NOT ON THE AMIGA

DOOM 2

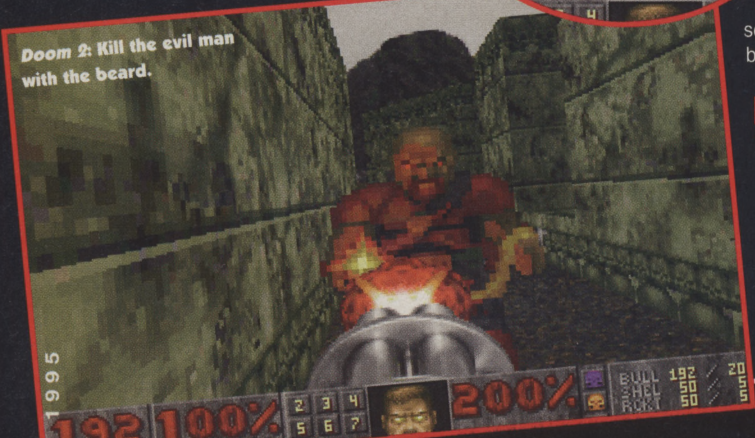
Phew. We've really gone all obtuse on this one, eh? *Doom 2* is, as you'd expect, *Doom,* but '2'. It appears that after escaping from the original game, you inadvertently opened a port from Hell to Earth. (Oh no! Your wife's going to kill you! Etc.) There's nothing for it but to play *Doom* all over again. With bigger monsters. For £50. It's still fun (it's not, for example, by different people from the first one) and, indeed, some players reckon it's more devious and fiendish, but there's very little in the way of fresh material. (Tellingly, all the old cheats and foibles still work.) Didn't stop it from being the best-selling PC game of all time (we expect) though. What does *Doom 2* teach us? That sequels are good. For business.



Doom 2: Kill the evil brain on stilts.



Doom 2: Kill the evil gun-armed wrestler.



Doom 2: Kill the evil man with the beard.

RISE OF THE TRIAD

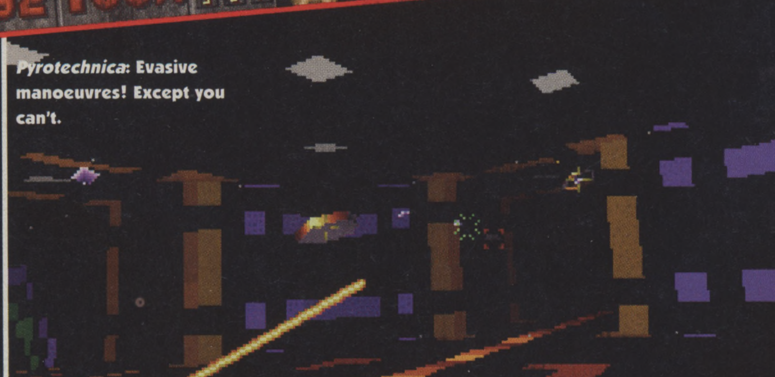
This is more like it. Sufficiently different from *Doom* to stand on its own, but eerily similar enough to ride that marketing wave, *Triad*'s a 3D platform game with guns. You're a member of an elite fighting force (how come every soldier in a game is part of an 'elite fighting force'? If they're all at it, surely they become the norm, and therefore an 'average fighting force'? But anyway) ordered to stop the drug-running Triads (we think). You get to use two pistols at once to 'John Woo' your enemies and shoot out windows and bits of scenery, and there are 'squealers' who fall down and whine "Don't shoot!" Best of all, you can bounce up and down using trampolines – automatically tracking who you're shooting at, though, so it's a bit of a cheat. And it has a repulsive way of alliterating its messages. ("You've bagged a bazooka! You have a heat-seeker!" Etc.)

Rise of the Triad's strength is in its network mode. Instead of the usual 'death match' last-man-standing fight, there are dozens of games to play. Tag, for example, or Flee the Infected Player, or Chase the Elusive Monster, and so on.

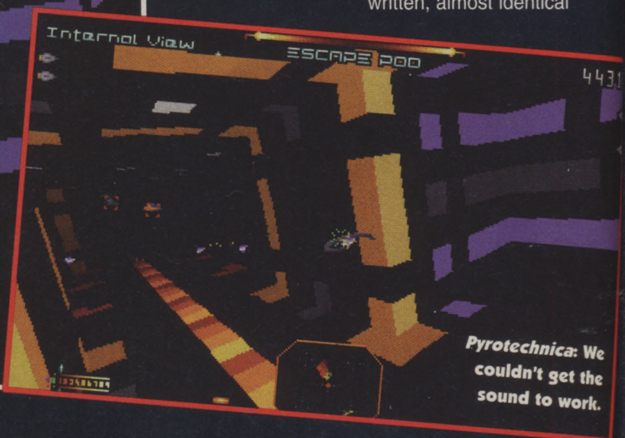
It is, we conclude, excellent fun.

PYROTECHNICA

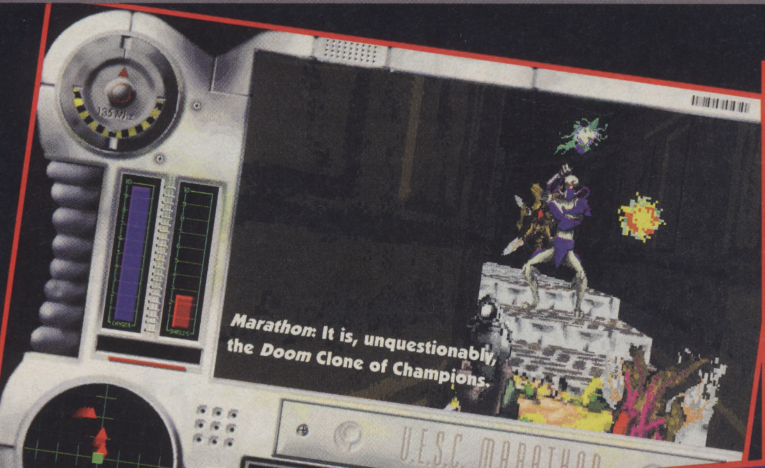
After the upsy-downsy revolution where one could look up and down to shoot monsters on ledges, a *Doom* clone came out where you can fly freely through 360°. It's called *Descent,* and PC Gamer didn't have it because it is too good, but here's *Pyrotechnica,* the coincidentally simultaneously written, almost identical



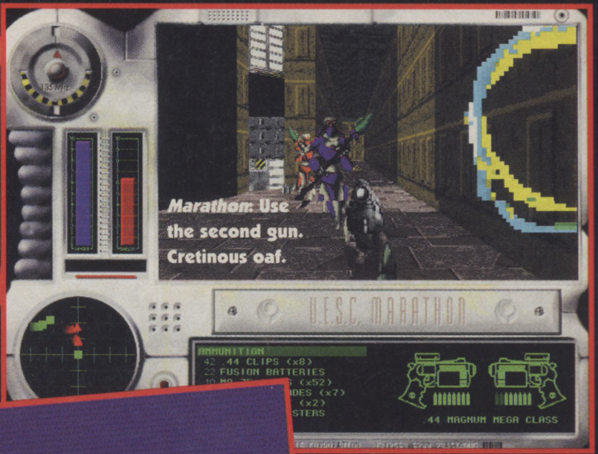
***Pyrotechnica*: Evasive manoeuvres! Except you can't.**



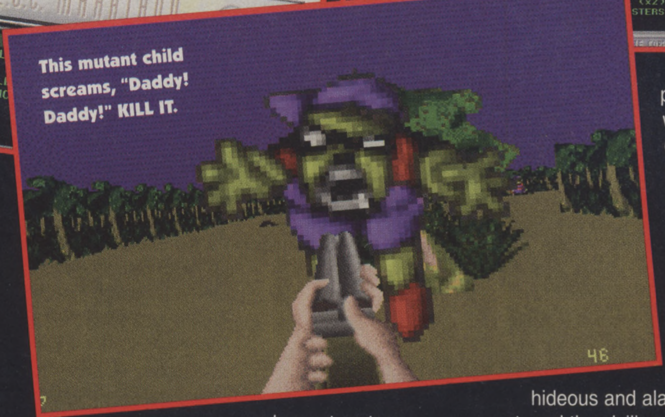
***Pyrotechnica*: We couldn't get the sound to work.**



Marathon: It is, unquestionably, the *Doom* Clone of Champions.



Marathon: Use the second gun. Cretinous oaf.



This mutant child screams, "Daddy! Daddy!" KILL IT.

game about exactly the same thing. You zoom around the interior of a spaceship (cleverly denoted by intermittent slabs of colour to keep up the running speed) shooting alien invaders. There's even an escape pod, just like there was in *Starship Command* on the BBC. But the ship's far too unwieldy for fine manoeuvres, and anyway, it's just *Knot in 3D* again but almost infinitely more expensive.

ISLE OF THE DEAD

Not, technically, a *Doom* clone (more *Wolfenstein* really), but all the ones we wanted to play had gone (POSSIBLY TAKEN BY THE SAME CRIMINAL WHO HAS RAVISHED OUR GAME DRAWER) so there you go. A peculiar (and not appreciably successful) mix of point-and-click adventure and *Wolfenstein* shooty massacre, *Isle of the Dead* involves you crash-landing on a tropical island used by a mad scientist to construct zombies (again, or something), searching vehicles and locations to find weapons, and then attacking things with them. It's stunningly hard (the first puzzle involves using a machete to cut your way into a jungle clearing, then switching to a shotgun IN REAL TIME as you're besieged by entertainingly unpleasant cartoon monsters) and rapidly becomes boring as you die time and again. Full marks for trying, but none at all for failing so exhaustively.

MARATHON

This, we believe, is it. Unarguably, absolutely, the best *Doom* clone there is. PC gamesters we asked disagree, but they are CLEARLY WRONG. We suspect it may be because the game runs on the Apple Mac: a machine feared by PC people because it's lovely and friendly to use and the PC desperately wants to 'be' it.

Aliens have invaded a huge spaceship – the Marathon – which is transporting civilians to an offworld colony. In the attack, of the three computers controlling the ship, one was killed, one driven mad, and one, er, called Leela. In a thoroughly convincing unfolding-story sort of way, you gradually discover what's going on. (The monsters you find hanging around terminals, for example – they're not actually just waiting in ambush, but, sinisterly, are accessing the mad computer as an ally.)

In two weeks of exhaustive playing, the only thing with which we could find fault was the infrequent but tedious 'platform puzzles', where you have to work out which switches operate which sets of platforms in order to build a bridge between doors.

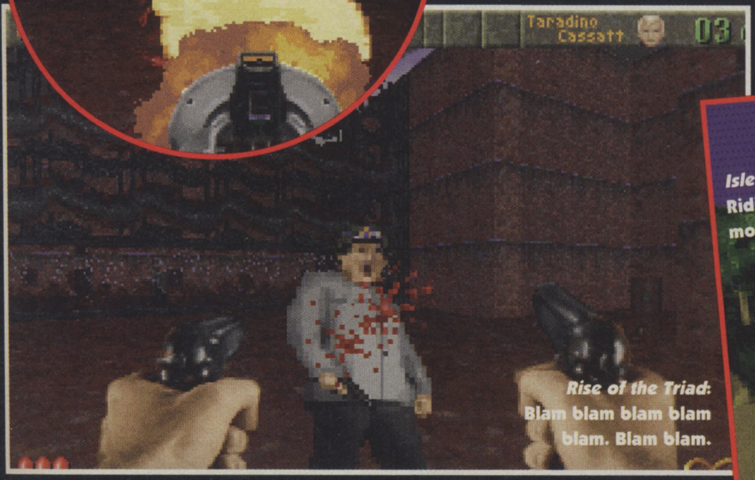
The looking-up-and-down feature has evolved into an integral part of the game (you simply must learn how to fire up stairs, or down into pits), the weapons are many and terrible, the monsters hideous and alarmingly smarter the further you get, and the civilians stupid and herdable as handy human shields.

Marathon looks fantastic AS YOU CAN SEE, right down to 'things' like lights flickering on gradually when you activate them. Unlike so many clones, it's architecturally credible, with tight, twisting corridors opening to vast galleried arenas. Witness also the ATTENTION TO DETAIL, for example, the 'ammo remaining' numbers found in all other clones have been replaced with pictures of the magazines, emptying as each round is fired.

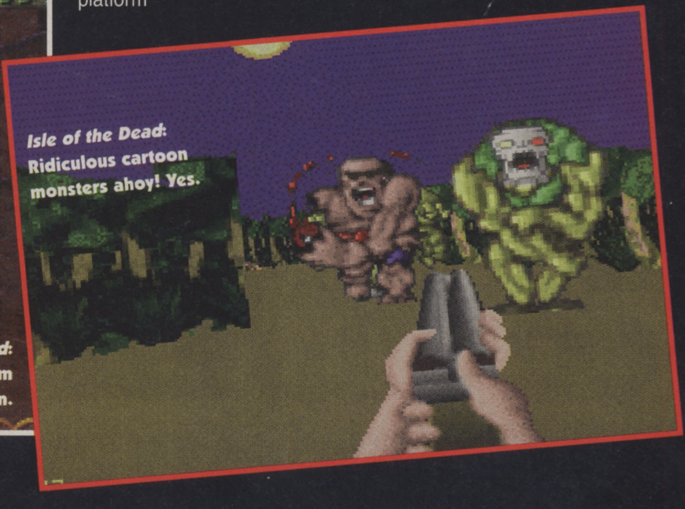
Most importantly, the physics of the game is spot-on. Arcing grenades, handling weapon recoil, leaping backwards off a ledge to land firing at a startled opponent, angling rockets into the floor to propel yourself about AS IF FLYING – all are skills that must be mastered. For there is no doubt an experienced player will trounce a novice in the fantastically spectacular network games supporting up to eight fighters, and you can gleefully save the 'film' of a game, marvelling as rocket-propelled bodies are hurled 80 feet into the air before exploding, and becoming slightly uneasy at watching yourself run through a number of bodies so vast it isn't even funny any more.

Truly, *Marathon* IS the *Doom* Clone Of Champions. We urge all of you with access to a Mac to get hold of the demo version and see for yourselves that AMIGA POWER is right. As always.

Rise of the Triad: Even bigger guns.



Rise of the Triad: Blam blam blam blam blam. Blam blam.



Isle of the Dead: Ridiculous cartoon monsters ahoy! Yes.

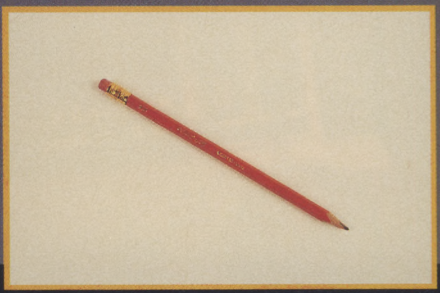
DOOM – BUT NOT ON THE AMIGA PART 2

AMIGA POWER's normally a bit 'sit-on-the-fencey' when it comes to the great graphics vs playability debate, but not on this occasion. *Doom* type games work because they look real; the greater the realism, the better.

But of course, reality's got the best graphics of all, so wouldn't a real-life *Doom* game be the game to end all games? We're not talking paintball or anything, we're talking arcade perfect *Doom,* only for real. After a blur of cardboard and sticky-backed plastic, we now present the definitive, step-by-step, easy-to-follow instructions for:

THE POWERS THAT GO UP

DAGGER – To "stab" your opponent's target in "hand-to-hand" combat.



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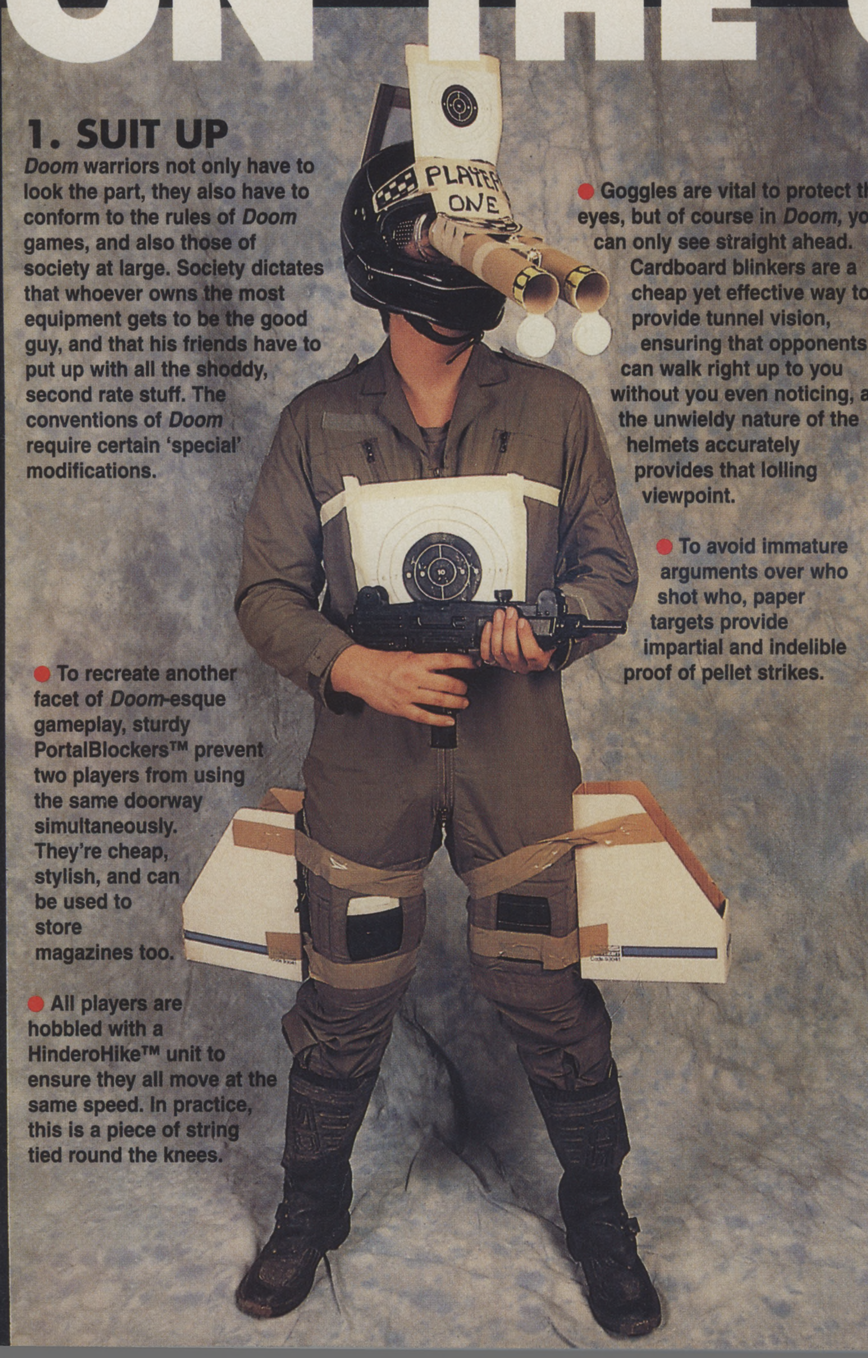
ON THE COMP



1. SUIT UP

Doom warriors not only have to look the part, they also have to conform to the rules of *Doom* games, and also those of society at large. Society dictates that whoever owns the most equipment gets to be the good guy, and that his friends have to put up with all the shoddy, second rate stuff. The conventions of *Doom* require certain 'special' modifications.

- Goggles are vital to protect the eyes, but of course in *Doom,* you can only see straight ahead. Cardboard blinkers are a cheap yet effective way to provide tunnel vision, ensuring that opponents can walk right up to you without you even noticing, and the unwieldy nature of the helmets accurately provides that lolling viewpoint.
- To avoid immature arguments over who shot who, paper targets provide impartial and indelible proof of pellet strikes.
- To recreate another facet of *Doom*-esque gameplay, sturdy PortalBlockers™ prevent two players from using the same doorway simultaneously. They're cheap, stylish, and can be used to store magazines too.
- All players are hobbled with a HinderoHike™ unit to ensure they all move at the same speed. In practice, this is a piece of string tied round the knees.

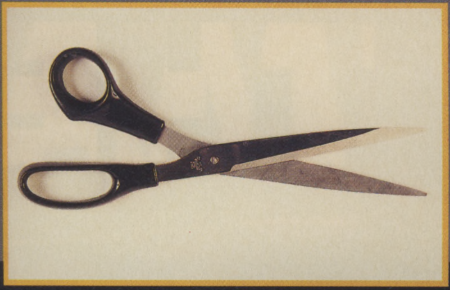
2. TOOL AND DIE

Paintball guns are too messy and rubber dart guns are too wussy, which is why we recommend soft-air guns, which fire plastic beads that aren't quite powerful enough to break windows, making them the Office Toys of Champions. Thanks to the recent second amendment to our contracts of employment, AMIGA POWER's right to keep and bear arms is now protected by law.

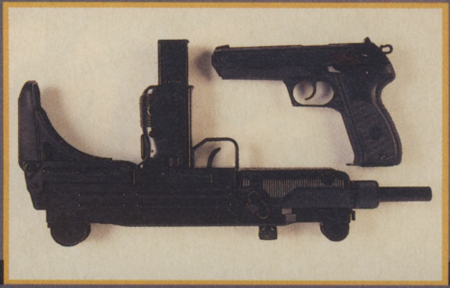
UP

No real-life representation of a video game would be complete without a selection of interesting power-ups, so before the Doom-warriors and cannon fodder enter the arena, scatter a few of these around the nooks and crannies of your arena in a frenzied pre-match bonus bonanza.

SPEED – Simply sever your HinderoHike™ with this zip-packed power-up.

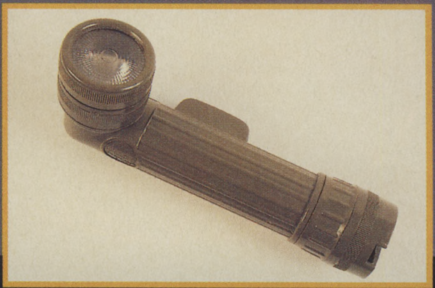


FIREPOWER – Because you kill more baddies faster on full auto.

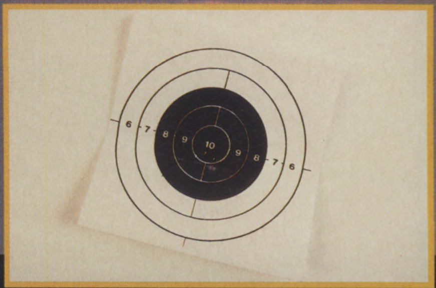


AMMO – What's the point in great guns if you're out of plastic pellets?

INFRARED NIGHT VISION – Well, not quite, but this powerful torch will light your way.



EXTRA LIFE – Simply tape this over your old one to get back in tip-top condition.



NOT
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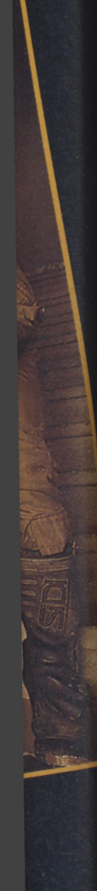


3. DON'T...

...even think about doing this in public. Apart from looking stupid, you'll almost certainly be blown away by Tactical Response Units of the Police.

4. DO...

...find somewhere private, spooky, dungeon-like and suitably gloomy. We choose a basement, but the bigger the better really. If you work nights in a factory or supermarket, why not try and get the entire shift roped into a giant game across the shopfloor? So long as you don't get fired, it'll be great.

5. MONSTERS

It's their duty to die pathetically, which explains the huge targets, crappy one-shot pistols and useless costumes. If they complain, threaten to take even that away from them, and point out that the moment they buy a crash helmet, they too can be a mighty *Doom* warrior.

6. BOSSES

The exception to the monster rule are the end-of-level types, but they aren't allowed to move away from their room, and therefore miss out on most the fun. Swings and roundabouts, eh readers?

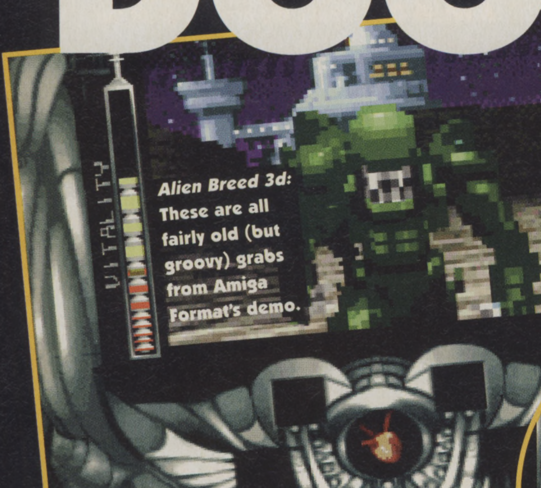
7. ABOUT THAT GUN

In case you're wondering, yes this really is a toy. It's metal, battery powered, and will out-gun anything on the market today, spewing out hundreds of pellets at every burst. The down side's the three and a half grand price tag. Cam cried when we had to send this back to the film prop company.

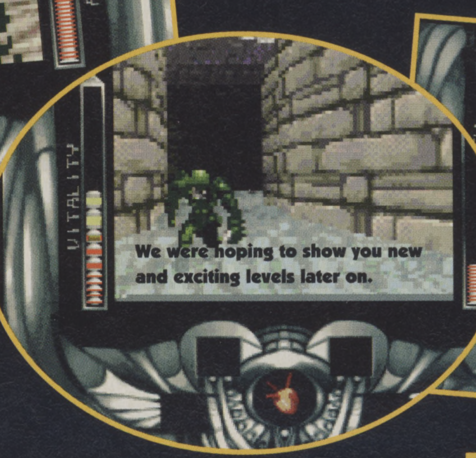
8. GAME OVER

And that, as the famous "Ed" comments are fond of saying, is enough about *Doom,* but not on the computer.

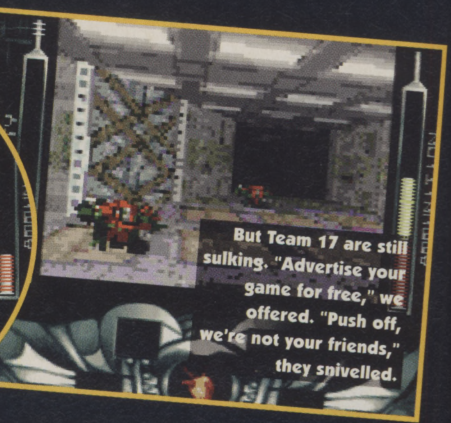
DOOM – BUT ON THE



Alien Breed 3d: These are all fairly old (but groovy) grabs from Amiga Format's demo.



We were hoping to show you new and exciting levels later on.



But Team 17 are still sulking. "Advertise your game for free," we offered. "Push off, we're not your friends," they snivelled.

ALIEN BREED 3D

By: Team 17
ETA: August

By far the highest profile Doom clone on the Amiga is Team 17's *Alien Breed 3D*, and from what we've seen of it so far, it's also the closest gamewise to the PC original. Apart from the scary Geiger aliens of course.

The *AB3D* demos we've seen do credit to the A1200, with gorgeously moody graphics moving smoothly (in that all-important jogging first person perspective) and fading off scarily into the darkness. Following the disastrous level designs of *Alien Breed: Tower Assault*, we've been hoping that Team 17 won't spoil *AB3D* with the same mess of dead ends and killer rooms, but it looks like our fears have been misplaced.

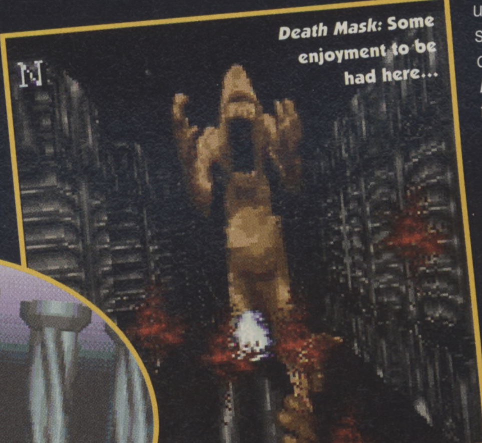
The levels so far have the same sweeping curves and steps of the PC *Doom* games, and a similar combination of stand up fights and tricky puzzle solving, so let's hope this even-handedness continues into the finished version.

The biggest problem *AB3D*'s got is the rigid, and fairly small, screen size. When we first saw it, we accepted that this small screen was the price the Amiga public would have to pay for a *Doom* game, but both *Fears* and *Gloom* have since managed full-screen (but a tad blocky) displays, a fact which could well tip the balance of favour away from *AB3D*. In terms of which one's going to sell the most though, coming off the back of the hugely successful *Alien Breed* games and being backed by the hugely popular team 17 can't do this one any harm at all, can it?

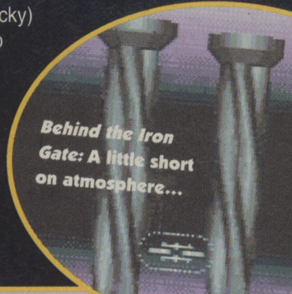
BEHIND THE IRON GATE

By: Ego/Black Legend
ETA: Out now

Reviewed this issue on page 28, *Behind the Iron Gate*'s unusual in that it's playable on standard Amigas as well as A1200s. Predictably, the graphics suffer for this, and even though different pictures adorn the walls in an attempt to differentiate areas of the maze, it's still far too easy to get horribly lost. *Iron Gate*'s much closer to the *Dungeon Master* games than it is to *Doom*.



Death Mask: Some enjoyment to be had here...



Behind the Iron Gate: A little short on atmosphere...

DEATH MASK

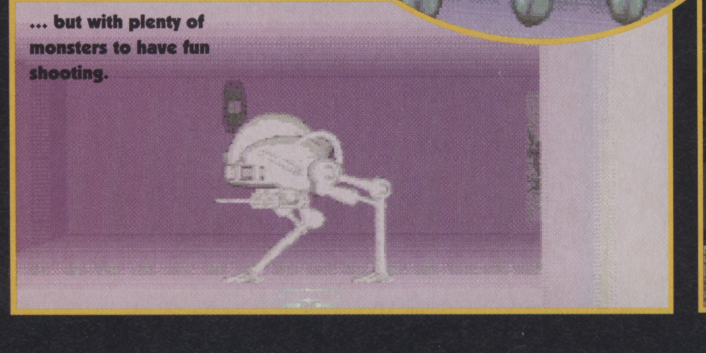
AP47, 69%
By: Apache/Alternative
ETA: Out now

Doom on the Amiga? We asked when this was reviewed, and concluded that it wasn't. *Death Mask*'s a fun 3D game with loads of good points, but it really doesn't cut it. Using a split-screen, it's two player, which is good, and there's plenty of harsh weapons and some quite nice digitised graphics. Unfortunately, the level designs offer little scope for ambushes, and the movement's not true to *Doom* games, using a basic block-by-block system similar to *Dungeon Master* games, only quicker. So close but no cigar for *Death Mask*. It may have been the first, but a mere six months on, and compared to the others, it looks terribly dated.

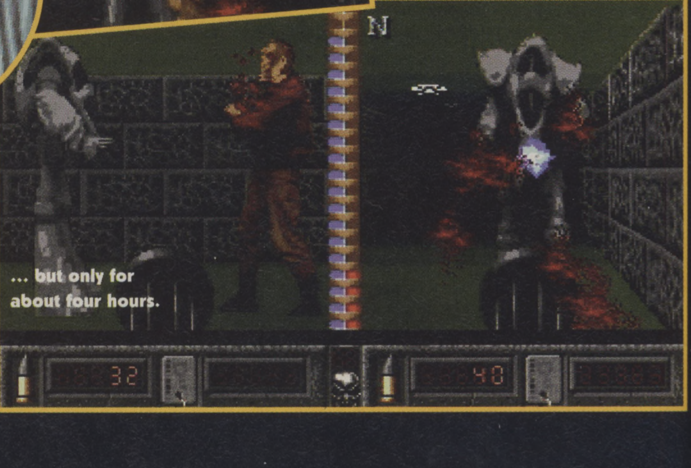
FEARS

By: Manyk/Guildhall
ETA: Out soon

Blasting out of nowhere and written by a bunch of French school-kids, *Fears* took us by surprise. We'd seen an early demo of the

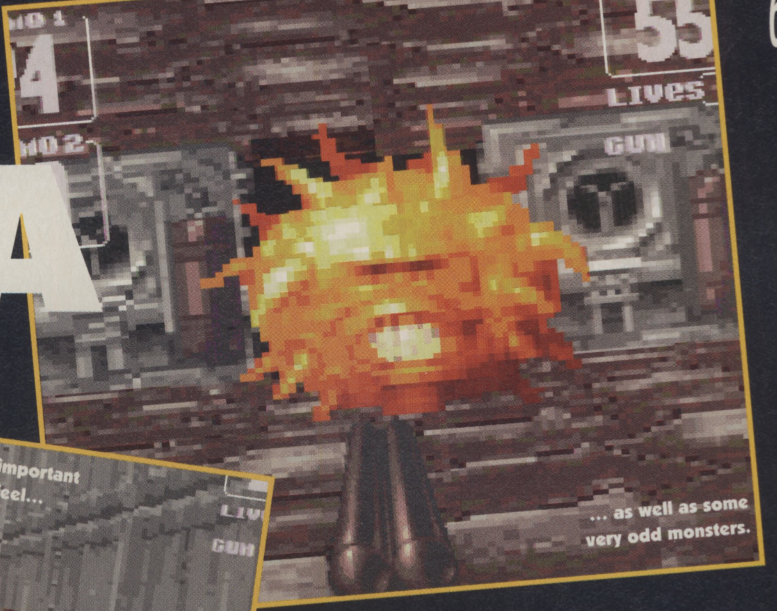


... but with plenty of monsters to have fun shooting.

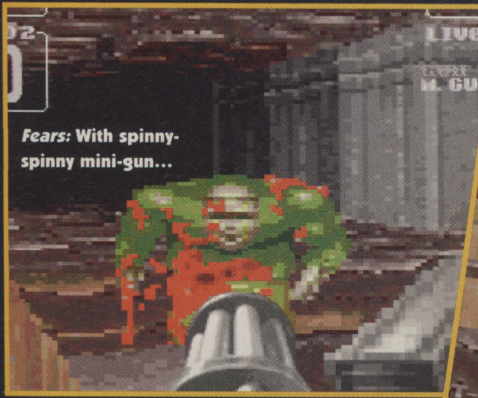


... but only for about four hours.

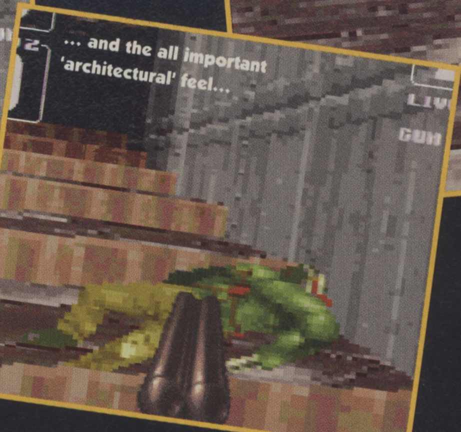
AMIGA



... as well as some very odd monsters.



Fears: With spinny-spinny mini-gun...



... and the all important 'architectural' feel...

movement engine at the tail-end of last year, but now the game's been implemented, it looks like the finished game's going to be stunning.

At maximum screen size, the graphics get a bit blocky, presumably the price paid for making it move smoothly. In true *Doom* style, you're up against all manner of floating and lumbering monsters for little or no reason. It's also one of the few versions where you see the gun you're using at the moment, which is bound to please true aficionados, and as an extra special bonus, the barrels of the mini-gun spin round.

As with all these games, the game mechanics are only part of the story. Games such as *Doom* and *Marathon* have proved the vital importance of good level design, and until we review the finished version, we can't really compare any of this batch on these terms. Wait with us, until vital information is disseminated.

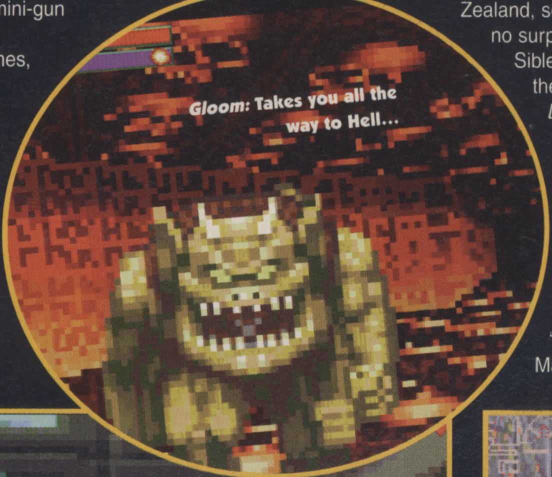
GLOOM

By: Black Magic/Guildhall
ETA: Out soon

Gore-obsessive Peter Jackson made the movie Bad Taste in New Zealand, so it comes as no surprise that Mark Sibley's *Gloom* is the only Amiga *Doom* clone to feature intestines and severed heads in both the revolting 'meaty' or the intensely revolting 'messy' modes. Mark wrote *Guardian* (the Game of Champions) for Acid, but has struck out on his own Black Magic label for *Gloom,* reviewed this very issue. Mark's also got some fairly firm ideas on what he wanted out of *Gloom*.

"I hope no one's expecting a huge 'explore-em-up' game outa *Gloom.* It's meant to be a shoot-'em-up, and therefore doesn't feature large, drawn-out mazes. I HATE large, drawn out mazes and REFUSE to allow their presence in any of my games!"

So *Gloom*'s the shootiest of the lot, with so much blood and squelchy bits that it'll never be released in Germany, who are a bit sensitive to this sort of thing. With combat modes and that all-important serial link option, it's no surprise we rated it highly enough to whack it on this month's coverdisk.

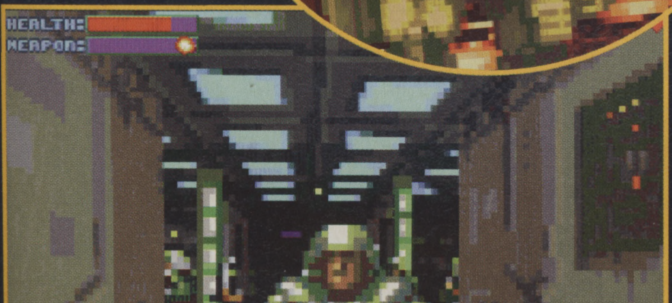


Gloom: Takes you all the way to Hell...

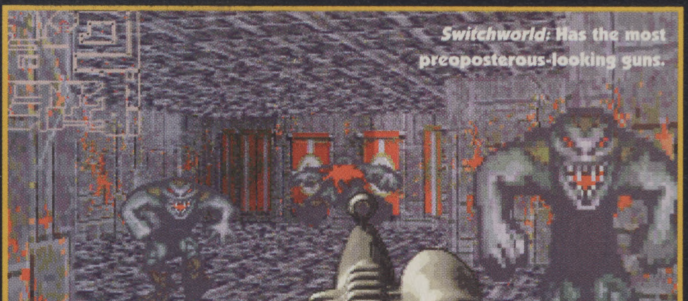
SWITCHWORLD

By: Union Interactive/ Black Legend
ETA: August

Coming into the *Doom* race late is *Switchworld* – a shameless *Wolfenstein* rip-off from Europe featuring what looks like a blaster from Star Wars. We don't know that much about it, have only seen a few screen shots of it and gleefully await its arrival. So until the moment it plops onto our Welcome mat, we'll leave you with a few pictures of a gun being pointed at a large collection of monsters. Yesterday.



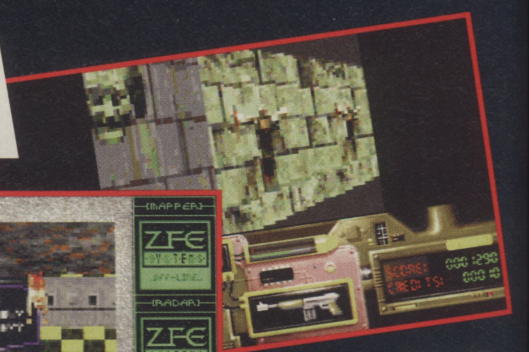
... and features sinister installations.



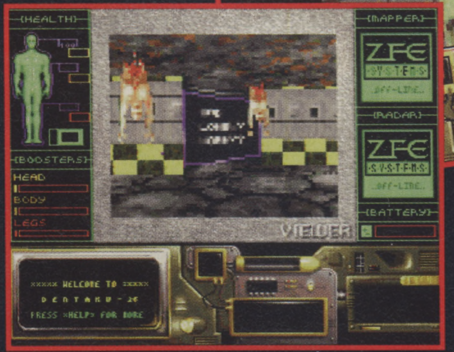
Switchworld: Has the most preposterous-looking guns.

PD DOOM GAMES

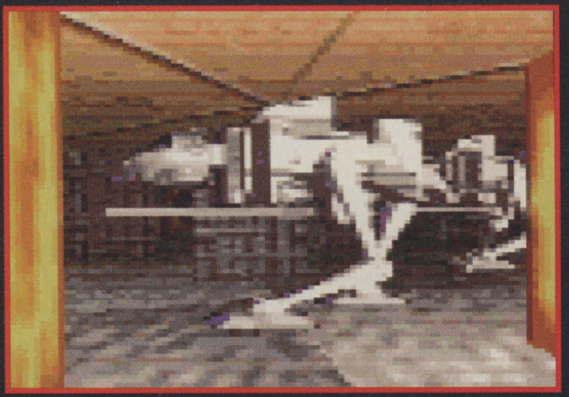
The secretive, cult-laden world of ex-demo coders and PD programmers has been as excited about *Doom* type games as the rest of us. We contributed in our own small way with AP39's coverdisk delight *Trick or Treat,* but although that was a year or so ago, it's still one of the most playable PD efforts. The others tend to look good and move well, but are pretty much devoid of things to shoot at. Obviously, we disapprove of this, but here they are any way.



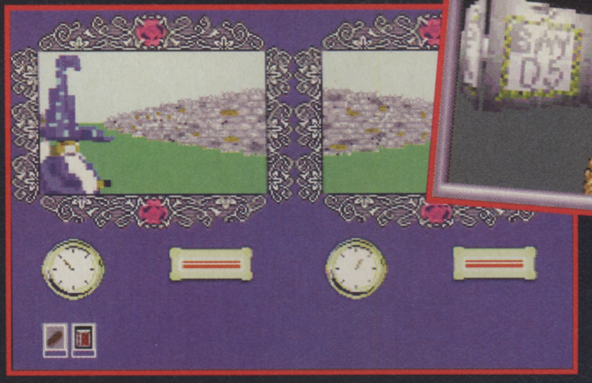
Dentawolf's a bit too chunky for our liking. Like all these, it was supplied to us by SadENESS PD (01263) 722169



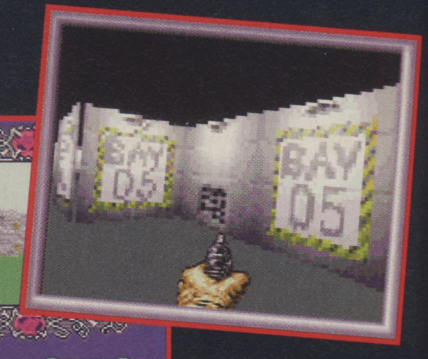
***Dentaku* shows promise. And corpses. And video monitors.**



Like most of these PD versions, you can't actually kill any of the monsters in *Warp*. It's smooth running, but a bit slow.



The little wizards appear in the excellent *Trick or Treat*, a fast and funky almost-*Doom* game from AP39's coverdisk.



***Dogenstein* doesn't even try to hide it's *Wolfenstein* origins, but does hide the Nazis. We couldn't find any of the little blighters.**

VERGE magazine August 1995

The Future of Doom Games

As always, **Verge** is first with the hottest **news** on the Next **Generation** of alternative **media**

So what's to become of **Doom** games as we enter the next millennia of videogaming? Will people become bored of being chased around **mazes** with large weaponry? Will the lure of relentless and **explicitly** graphic violence lose its appeal for gamers, giving way to a New Age of peaceful and cooperative games? **Verge** thinks not.

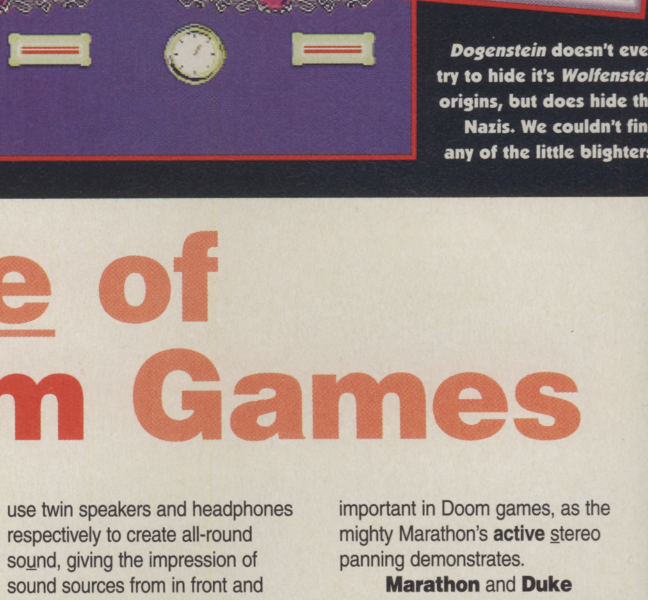
While many software houses mess around with CD-ROM technology and actors against **blue** screens to try and produce interactive movies, games such as **Doom** and especially Marathon are already there, providing exciting arcade action within the confines of an **ongoing** story line. Forthcoming PC game Duke Nukem 3D goes a step further, **splitting** the action into settings as diverse as a space station and LA city centre. People won't get **bored** of this.

People will want greater realism though, which inevitably means more computer processing power, and here's where the Amiga runs into problems. Big box Amigas or accelerated A1200s would have **no** problem coping with more detailed graphics, but these constitute such a small market that it's unlikely anyone will ever develop for them.

Another way of increasing the 'being there' factor is to make better use of add-ons. Virtual **hats** are favoured by developers at the moment, but they're a cumbersome and expensive mode of immersive technology, they hurt your eyes and, most importantly, make you look like a right **divvy.**

Better sound, on the other hand, would add greatly to these games with **minimum** cost. Ambisonic systems such as Roland Space Sound and Ocean's Q-Sound use twin speakers and headphones respectively to create all-round sound, giving the impression of sound sources from in front and **behind** as well as to the left and right. And of course, knowing where a monster's coming from is hugely important in Doom games, as the mighty Marathon's **active** stereo panning demonstrates.

Marathon and **Duke Nukem 3D** prove what we've always said – the future of **Doom** games is almost here. **V**



The release of *Doom 3* will cause a stir in Tokyo. Probably

AMIGA FORMAT PRESENTS

AMOS professional

Winners revealed!

We had a massive response to our *Program A Game In "AMOS"* competition. Hundreds of you sent in your work. In the next issue of Amiga Format we'll unveil the winners - Prepare to be impressed!

PLUS:

We will be taking a look at the current state of the Amiga games industry - where are the next generation of great Amiga games coming from?

Issue 75

On sale Thursday, August 3

COMPLETE CONTROL

It is time to make it known that this page NO LONGER REQUIRES AN INTRODUCTION. The many tips embraced within its pages speak for themselves. "Me, me, me," they cry. The mini tips bid for attention in a high-pitched squeak, the play guides boom majestically and The Last Resort mumbles with embarrassment. Going bananas: Rich Pelley.

OBSESSIONS DEMO

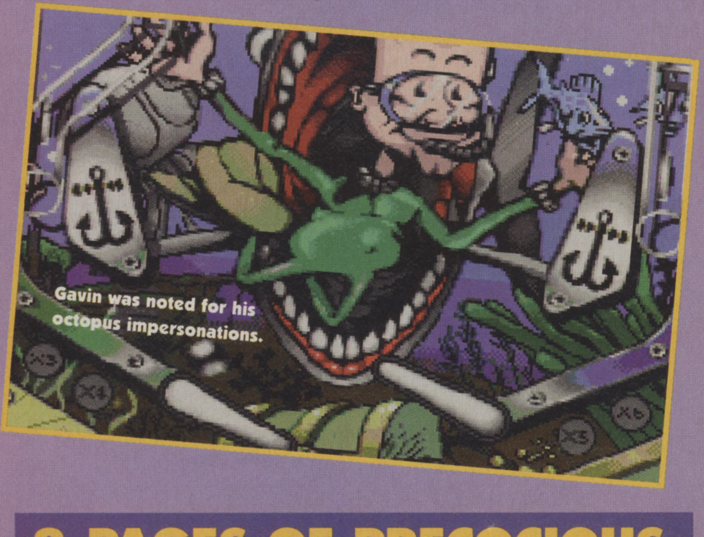
(AP50 Coverdisk)

Remember the demo of *Obsessions* that we ran on the coverdisk on the front of the omnipotent fiftieth issue of AMIGA POWER?

Well, Matthew Charlton of Cambridge has chanced upon a cheat. If – he reckons – you lose a ball after achieving a bonus score, you can just continuously press SPACE for another.

Or you could, if David Hoare of Kent is to be believed, launch the ball with a super charge, then just after you launch it hold down. Apparently now when you launch the next ball you will have a super charge again.

Here's hoping, eh?



Gavin was noted for his octopus impersonations.

8 PAGES OF PRECOCIOUS PLAYING TIPS START HERE

Fears 65
Flashback...........68-69
Gravity Power 64
Last Resort..........70-71
Obsessions Demo 64
X-it..........................65
UFO....................66-67

GRAVITY POWER

(AP 50 coverdisk)

As the mammoth Just Who Do We Think We've Been? section in AP50 showed, AMIGA POWER freelancers have come and gone with alarming regularity – and in fact, it is only I have remained true since day one. But I'll let you into a secret. I still sometimes feel that those creatures who lurk on the second floor of 30 Monmouth Street, Bath. BA1 2BW are more familiar from the pages of the magazine than from my visits to their lair.

I know Cam well enough for a quick "Hello," but I derive my fear of meeting him down a dark alleyway from the pages of Future Publishing's finest. I live near Steve, and once saw him in Gateway. But little would I have realised his football management obsession if it weren't for The Magazine with Attitude. J Nash? He likes cartoons? Sue? Single-handedly lays out the entire magazine? All this would have remained a mystery to me, were it not for AP.

Like you, I fear the day AMIGA POWER closes, the team disbands, and its individual members are released back into society. There exists the eerie possibility that, one day, YOU might run into an ex-AP team member.

In Pizza Hut, perhaps. "So then. That's one deep-pan with tuna, olives, pepperoni, bacon, extra cheese, chicken and mushrooms. Congratulations. You have chosen wisely. For you have chosen The Pizza of Champions."

As a milkman. "If you could just make the cheque out to: Unigate – The Sinister Organisation behind door-to-door milk delivery services."

As a traffic warden. "You have illegally parked your vehicle in spite of the fact that the road is clearly marked with a double yellow line. MAY YOUR SOUL BE BANISHED TO ROT FOR EVER MORE IN THE NETHERWORLD."

At least for the moment, we can seek solace in the knowledge that the AP team are happily housed away from the world, happily writing their magazine, happily playing *Gravity Power.* And until the Day of Judgement, Amiga Armageddon, the world remains a relatively safe place to live in.

I thank you. Now we go live to Michael Bester of Staffordshire.

"Dear Rich,

Here are some tips for *Gravity Power* (The Game of Champions), written on Brooke Bond (The Lined Paper of Champions) with a Parker Fountain Pen (The Over-priced Quink-based Writing Implement of Champions). Let's hope that the tips live up to the occasion, eh? First, some level tips…

GRASSLANDS:

Air traffic: Great Fun, especially with rockets and bouncy, triple, sweeping fire cannons.

Bomber's Delight: One of the game's best levels, this allows for a perfectly even contest.

Great Art: Great fun, more like. Lots of open space, Cherry Garcias, and tiny landing pads.

Second Floor: Best for beginners, but the 'first floor' adds a whole new dimension.

T-Time: No specific advantage for either player makes this level perfect. Best with rockets.

The Tower: The Tower of the title proves surprisingly secure, but an accurately lifted bomb should cause chaos for Johnny Badman.

Totally Empty: It really is! Or is it? Or IS it? OR IS IT? Well yes, actually. Make sure that you specify bonus pads, or it'll all end in tears.

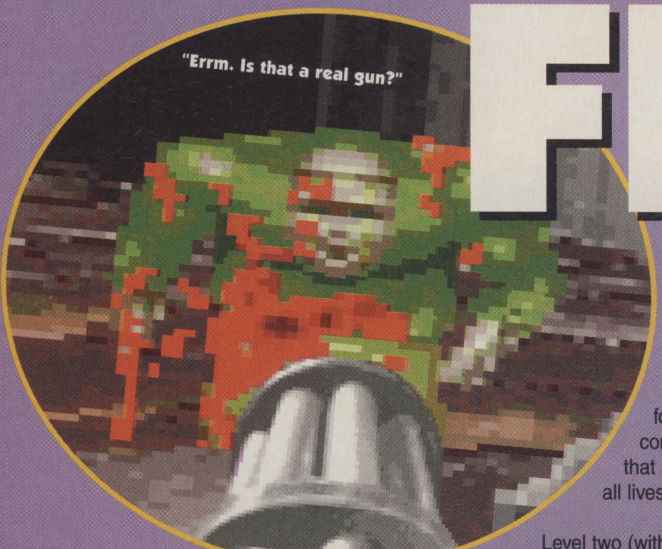
GENERAL TIPS

- 'Shockwave' Johnny Badman by firing a rocket or dropping a bomb in his vicinity. The explosion should 'shockwave' him into a wall, where he will PERISH MISERABLY. HURRAH.
- Tunnel through walls by causing a Health Food Garlic (?) to fire on you, and hide behind a 'friendly' wall. Laugh as the HFG tunnels through the wall for you WITH NO EFFORT ON YOUR BEHALF.

ADVANCED TACTICS

- The Houdini: Select 'Up' for invisibility, and sneakily hide on Johnny Badman's landing pad. When he comes in to land, STRAFE HIM MERCILESSLY.
- The Robert Maxwell: Dive headfirst into the water and suddenly burst out, to SURPRISE JOHNNY BADMAN TO DEATH.
- The Fox Mulder: Become a paranoid Federal Investigator. And kill everyone. TRUST NO ONE ELSE."

FEARS



"Errm. Is that a real gun?"

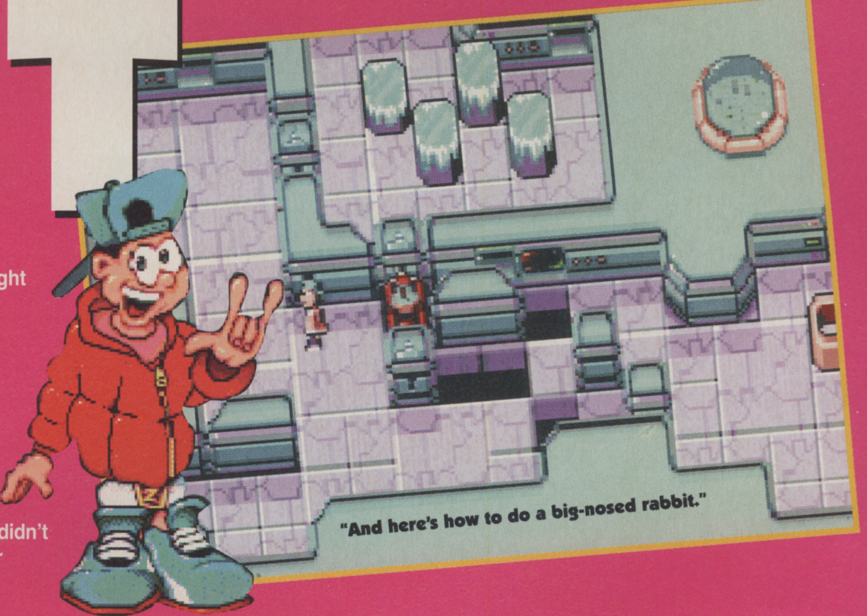
"I bought *Fears* latest limited version after seeing a demo about four months ago. It is very good and very hard and after putting in about three hours a day for three weeks I have just completed it. It has five levels that are hard to get through with all lives intact. Here are the codes:

Level two (with three lives) – C9F990A8
Level three (with three lives) – C87544E8
Level four (with two lives) – E9F154AD
Level five (with two lives) – EA6D90AD

By the way, pressing HELP on your demo of *Fears* (from AP50) will give you infinite ammo and weapons. This will not work on *Fears* latest edition. I hope that the codes will help anyone out who invested ten dollars for *Fears.* I can't wait for the full version to come out in September. Keep up the good work at AMIGA POWER. You are simply the best. Bye. John Ramsbottom, Norfolk."

Sometimes, we worry about you readers.

X-IT



"And here's how to do a big-nosed rabbit."

(Psygnosis)

"Dear AP. I recently finished the game X -IT and thought that you might like a note of the level codes. So here they are.
Love, Shirley Baker, Bristol.

PS Keep up the witty jokes/sarcasm/digs at other 'inferior' mags."

Er, okay then Shirley. What's grey and can't climb trees – a car park/oh isn't calling a new margarine type spread Utterly Butterly just such a good idea/and didn't anyone ever notice what a stupid name *("Pull the other one" – Ed)* was for a magazine anyway? Er, yes.

Level 1 – 033028
Level 2 – 555925
Level 3 – 567597
Level 4 – 276614
Level 5 – 517375
Level 6 – 877535
Level 7 – 829508
Level 8 – 287682
Level 9 – 221620
Level 10 – 728441

Level 11 – 640537
Level 12 – 558170
Level 13 – 170088
Level 14 – 688631
Level 15 – 450418
Level 16 – 898476
Level 17 – 095909
Level 18 – 589611
Level 19 – 394659
Level 20 – 068948
Level 21 – 665513
Level 22 – 541442
Level 23 – 112954
Level 24 – 293292
Level 25 – 035134
Level 26 – 758975
Level 27 – 016091
Level 28 – 035991
Level 29 – 486351
Level 30 – 112133

Level 31 – 153902
Level 32 – 545463
Level 33 – 229533
Level 34 – 014223
Level 35 – 234451
Level 36 – 979935
Level 37 – 386485
Level 38 – 508960
Level 39 – 254507
Level 40 – 463036

Level 41 – 680022
Level 42 – 501573
Level 43 – 214071
Level 44 – 780790
Level 45 – 336169
Level 46 – 112405
Level 47 – 144077
Level 48 – 146231
Level 49 – 459776
Level 50 – 175906

Level 51 – 488304
Level 52 – 680380
Level 53 – 250290
Level 54 – 772930
Level 55 – 993616
Level 56 – 035767
Level 57 – 407532
Level 58 – 517476
Level 59 – 611479
Level 60 – 881592

Level 61 – 074340
Level 62 – 653666
Level 63 – 832898
Level 64 – 396678
Level 65 – 973313
Level 66 – 901766
Level 67 – 047778
Level 68 – 815026
Level 69 – 723544
Level 70 – 856924

Level 71 – 560343
Level 72 – 488567
Level 73 – 139351
Level 74 – 072481
Level 75 – 798082
Level 76 – 271656
Level 77 – 433733
Level 78 – 967373
Level 79 – 218428
Level 80 – 198057
Level 81 – 150856
Level 82 – 832299
Level 83 – 143651
Level 84 – 437522
Level 85 – 761094
Level 86 – 289574
Level 87 – 527851
Level 88 – 450436
Level 89 – 340540
Level 90 – 656089

Level 91 – 915915
Level 92 – 894814
Level 93 – 670706
Level 94 – 133480
Level 95 – 588867
Level 96 – 571141
Level 97 – 682057
Level 98 – 861724
Level 99 – 271428
Level 100 – 395485
Level 101 – 923444
Level 102 – 326583
Level 103 – 012011
Level 104 – 309363
Level 105 – 768552
Level 106 – 496664
Level 107 – 684294
Level 108 – 692412
Level 109 – 460855
Level 110 – 898518

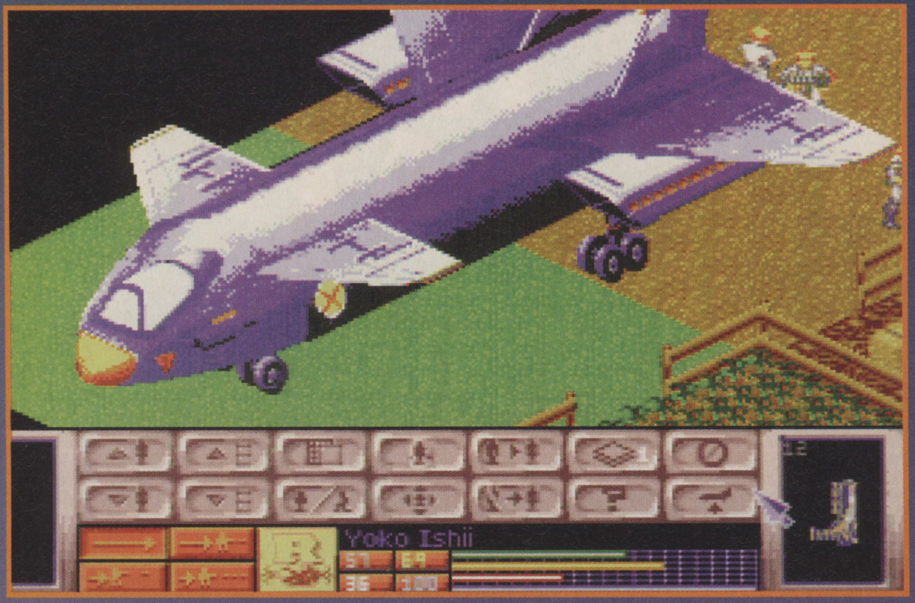
Level 111 – 497921
Level 112 – 240354
Level 113 – 054147
Level 114 – 254534
Level 115 – 231584
Level 116 – 190812
Level 117 – 861693
Level 118 – 492343
Level 119 – 784122
Level 120 - Love Shirley

DON'T FORGET

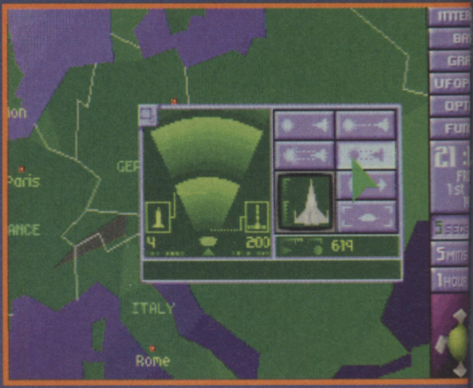
I hate to sound grovelly, but possibly in this case there is no other option. Please, please, please (kneels down, clasps hands) PLEASE send in some tips. To:

Complete Control,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2AP

Thank you, thank you, thank you, thank you, thank you.



Lives can be saved by working out a proper disembarkation method. I saw this one in a 'Nam film once – Send the first two off at opposite sides and turn them through 360° to scope the 'hot LZ.'



This is the only disappointing bit of the game and hard to tip. I usually attack aggressively and use everything I've got at short range. It seems to work.

UFO

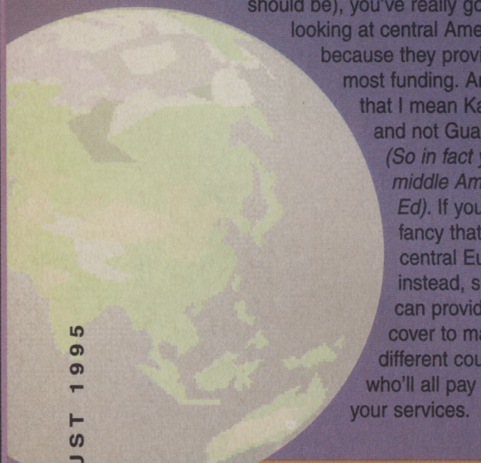
Hugely complex. And that's just Paul Mellerick.

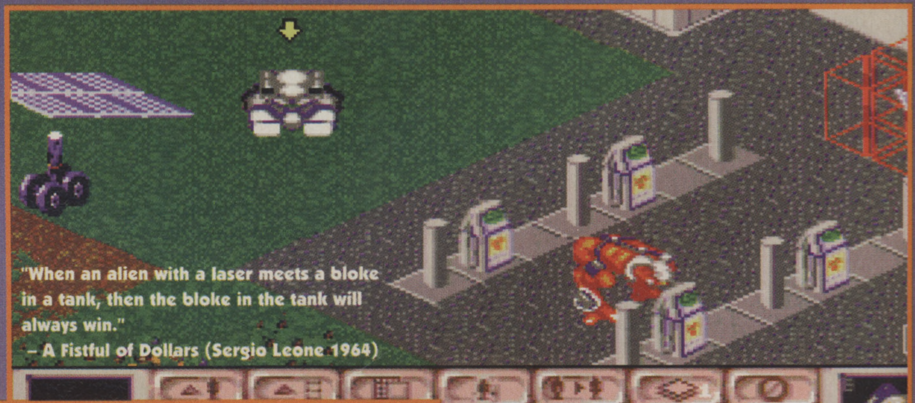
An odd game to do tips on, this, because of the random nature of the game. There are, however, good ways to start (and bad ways), things to look out for, things to avoid, and all that sort of stuff. And with me not knowing anything about the game before I sat down and played the blinking thing, you can rest assured that the tips work.

Either that or I've just made the whole thing up and created the screenshots in a rather expensive Mac-based paint program in an attempt to fill up two pages of the magazine. And what pleases me most is that you may never know…

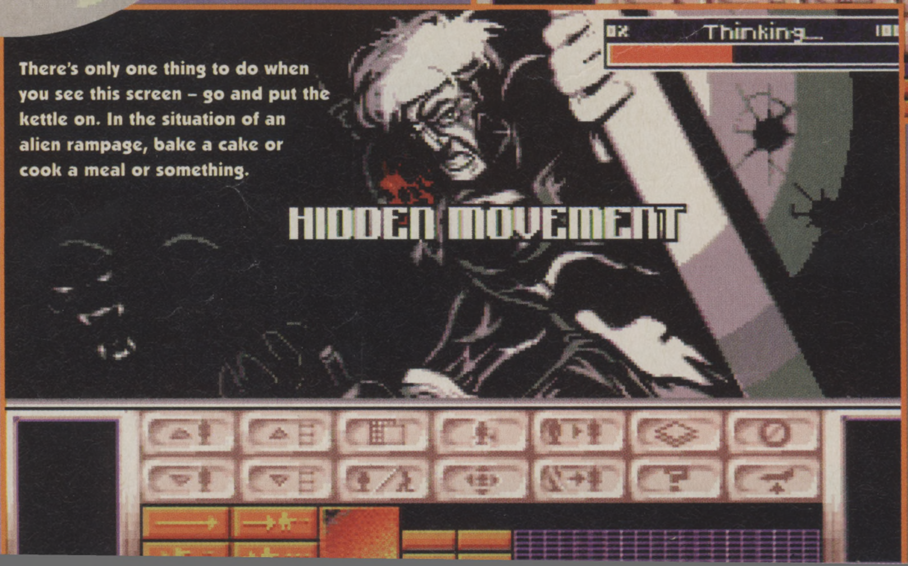
START HERE

If you're looking for somewhere to start the game off (and if you've just started the game, then you should be), you've really got to be looking at central America because they provide the most funding. And by that I mean Kansas and not Guatemala *(So in fact you mean middle America. – Ed)*. If you don't fancy that, then try central Europe instead, since you can provide air cover to many different countries who'll all pay you for your services.





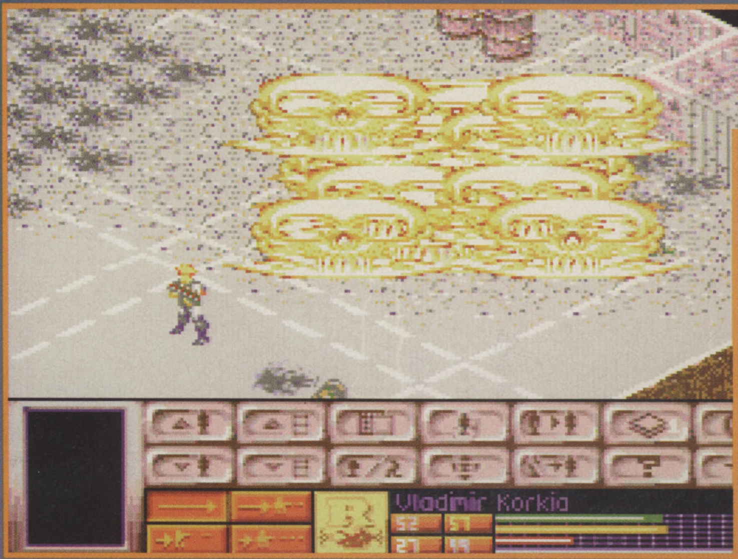
"When an alien with a laser meets a bloke in a tank, then the bloke in the tank will always win."
– A Fistful of Dollars (Sergio Leone 1964)



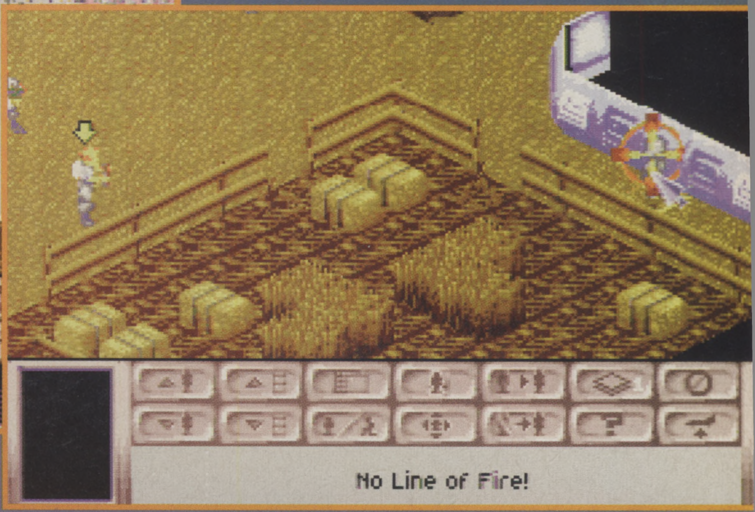
There's only one thing to do when you see this screen – go and put the kettle on. In the situation of an alien rampage, bake a cake or cook a meal or something.

THE CHEATIE BIT

Just a nice, simple little cheat mode to help you out should things get a bit on the tough side. When you're being attacked, press the CAPS LOCK and your armour strength will double. Unfortunately for you, it will also double the aliens' armour. So make sure you turn it off when you're attacking them. Using the CAPS LOCK will also speed up the scientists on the Earth screen.



Any game with explosions in it this big has GOT to be worth playing for hours.


No Line of Fire!

Don't always believe your eyes, as *UFO*'s got some funny ideas about line of sight. Take care when dealing with fences and targets not on the same level as you, as it sometimes goes a bit wonky.

Whichever one you start with, be sure to build your next base in the other one to provide coverage over as much of the inhabited globe as you can. It's useful and gains you money.

With your base site chosen, it's time to build the base. You'll need to build an Alien Containment Building, a Large Radar System, two more Living Quarters and another General Store. For the next phase of the start-up you'll need to recruit scientists. Now go to the Research section and work on Laser Weapons. As more scientists arrive, put them on to the project as well.

UP AND RUNNINGS

Now things are going to get complex. There are several very important factors that you need to take into account when playing *UFO*. First, and most important, is money. X-COM can't survive without it, and if you run out, you lose. Aim to get an interception as soon as possible, and try not to hoard stuff – unwanted equipment from the base and alien weapons normally fetch a good price too. Basically, the rule is – if you've researched it and decided not to use it, sell it.

If desperation sets in, then try to manufacture things and sell them on. You'll always make a profit on them, but it'll take some time, so keep an eye on those finance graphs and act accordingly.

Once you're aware of your dosh and how much you've got, it's time to start spending it, and the most important area to spend money on is investment in bases. It makes sense to make your first base your main one and you're looking to get something like two Labs, 100 scientists (working on two projects) and two workshops with 70 engineers to get things ticking over as nicely as possible.

With all these people and equipment in there, it's going to cost money to keep going, so if there are any idle scientists or engineers, get them to make loads of something and then sell it for profit. Hey, it works for me!

Your other bases should now be turned into 'detection and interception' posts so you can always nab the UFOs. You'll need to build one Hangar, Large and Small Radar Systems, General Stores and Living Quarters, and an Interceptor, armed with only the best weapons. For base defence, have four to eight soldiers all stuffed to the brim with your best weapons and armour.

RESEARCH FOR THE SKIES

This brings us neatly to our last section, the research bit. The following is a suggested list (in order) to use when researching, but this might change depending on what items your troops recover 'in the field,' and the bits in brackets are the projects that you need to actually research in order to get hold of that technology.

LASER RIFLE (Laser Weapons – Laser Pistol)
No ammo needed (a pretty obvious plus point). And it's powerful and accurate too.

PERSONAL ARMOUR (Alien Alloys)
This won't make you indestructible, but it's better than anything you'll get from Earth.

LASER CANNON (Laser Rifle – Heavy Laser)
Get your Interceptor to carry two of these as soon as you can. They're powerful and more accurate than the Stingrays.

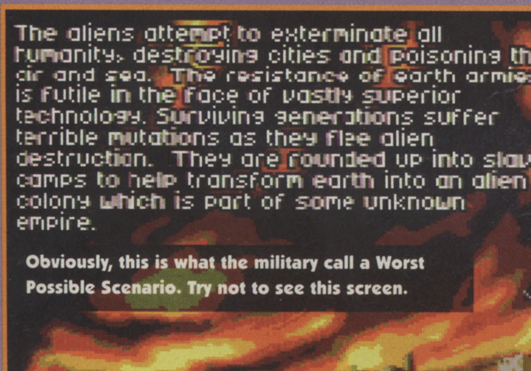
POWER SUIT (Personal Armour, Elerium 115, Alien Power Source)
The top banana as far as armour is concerned. They're bullet proof and will more often than not stop a Heavy Plasma hit.

SMALL LAUNCHER (Stun Bombs)
If you strike it rich by recovering one of these, research it immediately. Victory is only going to come your way if you research living aliens, and this weapon will stun them from a distance.

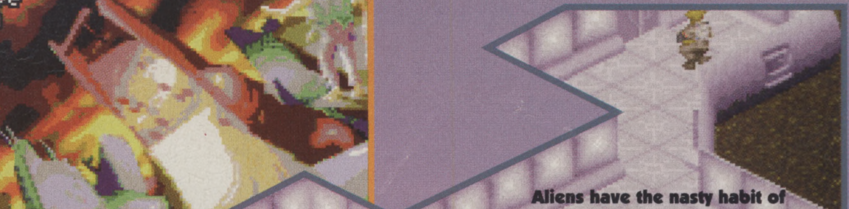
PLASMA CANNON (Heavy Plasma, Heavy Plasma Clip)
This is the top weapon for your craft. It's got range, it's accurate and it's got the power *(Oi! – SNAP)*. Get this and you can take down almost any UFO you come across.

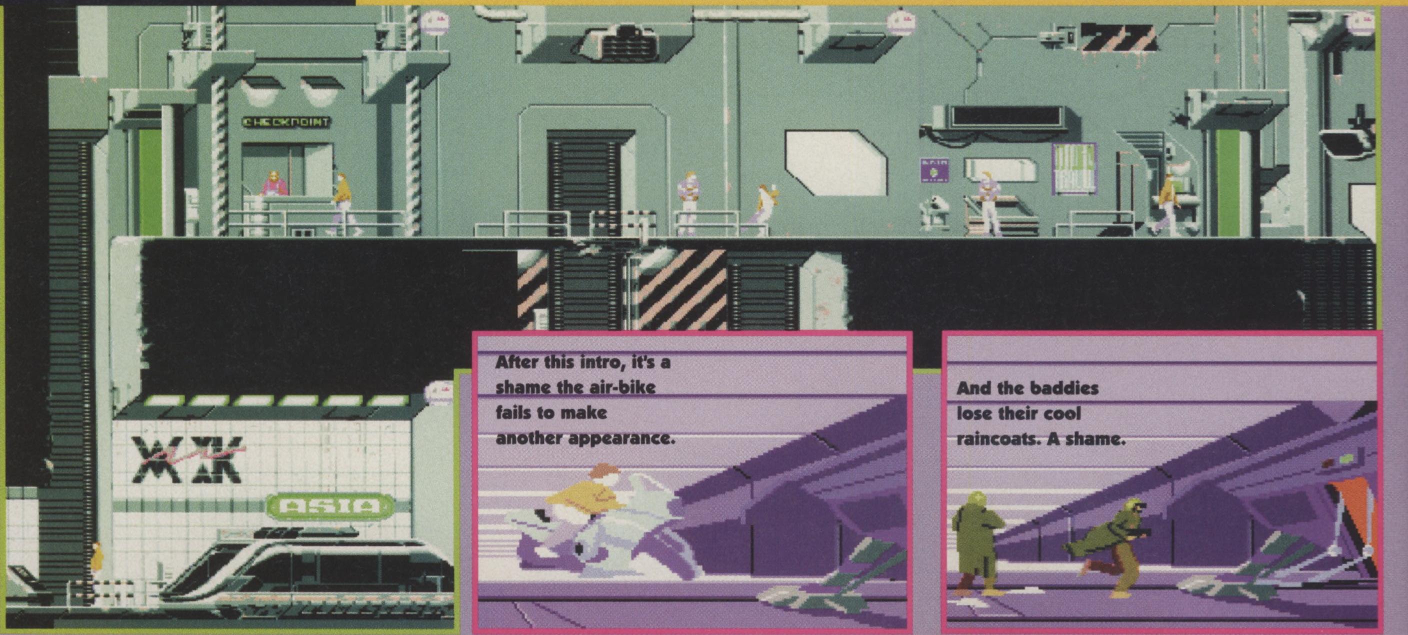
And that's it. That should give you enough help to get started and once things start going your way, you'll know what to do next. It's a toughie and no mistake. But that's all the help you're going to get. Now go and play the damn thing.

● ***PAUL MELLERICK***


The aliens attempt to exterminate all humanity, destroying cities and poisoning the air and sea. The resistance of earth armies is futile in the face of vastly superior technology. Surviving generations suffer terrible mutations as they flee alien destruction. They are rounded up into slave camps to help transform earth into an alien colony which is part of some unknown empire.

Obviously, this is what the military call a Worst Possible Scenario. Try not to see this screen.


Aliens have the nasty habit of popping out of doors to shoot someone. Always leave enough movement points to shoot them and always cover all doors.



After this intro, it's a shame the air-bike fails to make another appearance.

And the baddies lose their cool raincoats. A shame.

FLASHB

It's big. It's popular. It's on budget. And it's one of those games that everyone gets stuck on at one point or another. Unless they read this first, of course. Sacrifice your first-born in thanks.

SECTION 1: PLANET TITAN

The first thing you need to do on this level is get the Holo-cube, which is on the screen directly below your starting point in the top left corner. It's on a pressure pad, so you really do need to get it even if you already know what it says. Go back up to the start screen, then head right for a few screens and at the bottom left of the screen is a baddy just begging to die. Kill him and pick up the cartridge.

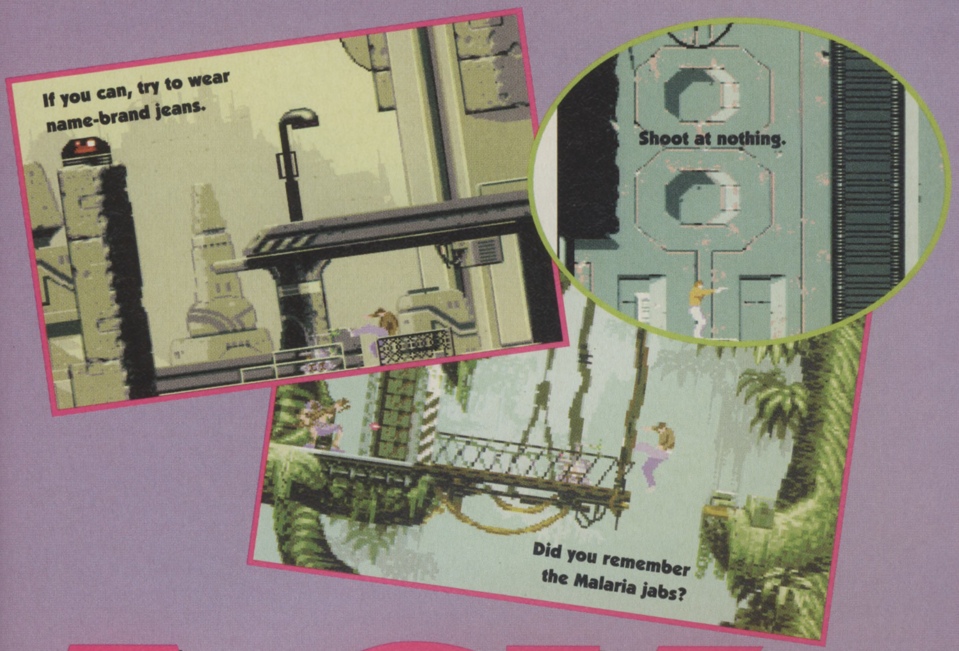
And then it's down to the next screen and along to the right, avoiding the disintegrator, then right again. Jump over the first electricity bolt, and the lift should come down.

Jump up to the lift and charge up the cartridge. Now go to the top of the screen and off to the left, shooting the mutant as you go. Now go up. To move the lift to where you want it, activate the pressure pad on the bottom right of the screen, and then jump over the pad in the middle; repeat this on the middle platform. Once you reach the top of the screen, head right and you find a wounded man begging you to find his teleporter.

Head back to the energy generator, and then go back to the left for three screens, until you find the cartridge lock. Use the now fully charged cartridge, and a wibbly bridge will appear. Carry on left, jumping the electricity, and go up on the lift and then left.

There's a stone in the middle of the screen here; pick it up and drop it on the pressure pad on the right of the screen. The lift will now come down and stay down, and the teleporter's on the lift. Take it back to the wounded man, and in return he'll give

If you go fast enough, you can be on THREE SCREENS AT THE SAME TIME and SHOOT YOURSELF.



If you can, try to wear name-brand jeans.

Shoot at nothing.

Did you remember the Malaria jabs?

BACK

GENERAL TIPS

All through the game there are various moves that will help you through the hostile terrain you're going to come across.

No. 1: The Running Jump

This is actually dead easy, and possibly the most useful move in the game. If you need to jump up to a platform, just run towards it and you'll automatically launch yourself at the platform. If you need to cross a gap, run towards the edge and press up at the last possible second.

No. 2: How To Kill Cops

This is a technique that may take a little practice, but it does work. Fire at the cop and then very quickly use your force field. Now you can squeeze off another two shots, before you have to use your shield again. If there are two or more cops on screen at any one time, just walk back to the previous screen, and bludgeon them as they follow.

No. 3: How To Kill Morphs

This is fairly easy on the easiest level, but when you've got more than one morph around, you're in trouble. All you have to do, though, is draw your gun and crouch, and then roll past the morph as it comes at you. It'll soon stand up, and you can shoot it. Also, if you press the 'draw gun' button as you're climbing up or down, then it's a great deal faster.

As a last and fairly obvious tip, do save and recharge as often as possible, and if you get low on shield, it is well worth the effort of going back to recharge.

you the papers. Go back to where you found the teleporter, pick up the stone again and go down.

Jump right and go down the hole where the lift was. Lower yourself to the floor (blasting the guards) and go to the right. Activate the switch to turn off the disintegrator, then jump over the disintegrator-activating pressure pads.

Roll to the right, in this mysterious way moving on to the next screen, then butcher the assorted nasties, and pick up the 100 credits. Go right again, picking up the key and another 50 credits. Then right again, up to the top right platform, and pick up another 500 credits.

Retrace your steps four screens to the left, go to the top left and on to the next screen. Use the key, then go down and use the card on the card lock. Lower yourself down, blast the baddies, and go right for two screens. Buy the Anti-grav from the old man, then fall down the hole to complete level one.

SECTION 2: NEW WASHINGTON PASSWORD: BURN

To start with, go right, lower yourself down the hole, and bring the lift up. On the middle platform, take a running jump onto the top platform and go left. Climb up and draw your gun. Shuffle right and blast the cops before they blast you, then walk over and talk to Ian. Go and sit in the chair and you're treated to the story of your life. Once that's finished, go and talk to Ian again, and then get the force field.

Go right, lower yourself down the hole, and shoot the mutant. Pick up the fuse that he drops, go up and put the fuse in the switch. Activate the switch to call the lift, and head up, then up again on the next lift. Walk left, talk to the man (who'll give you a map), call the lift and get onto it. Go down to the subway station, board the train and then get off at the next stop (America). Keep going up on the lifts as far as you can, then walk left into the bar and talk to the barman. Go right twice, talk to the forger (Jack), and he'll tell you that you need some more cash.

Take the tube again and get off at Africa. Go up on the lifts to the top, then go left. Talk to the first man, go to the first floor, and talk to the women until you can see the boss. Give the boss your papers and he'll give you a work permit. Go back down to the subway, and go to Europa. Again, go up to the top, walk left three screens, and walk to the screen with lines on it. Activate it and you'll get a long screen of difficult and quite frankly bizarre jobs.

Press on without us, or hang around listlessly outside fast food cafes twiddling your thumbs until next month's continuing solution. It's your decision.

● *PAUL MELLERICK*

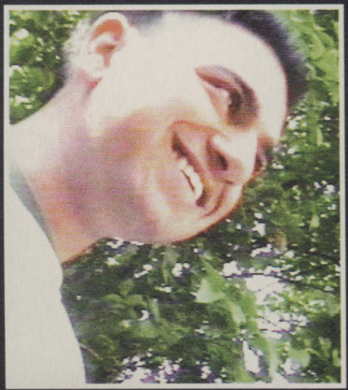
Did we mention the rotoscoped graphics yet?

As a tempting teaser to next month's action, here's a spaceship.

COLLYWOBBLES?

Then you need...

THE LAST RESORT



STARRING Rich Pelley's underchin area

She may not even own an Amiga, but without her, Amiga Game Land would have been a forbidding place. Pray thanks to Mrs Pelley.

I'm actually finding it a little hard to express my innermost feelings on this month's The Last Resort in my own words. So, with your kind permission, I would instead like to quote the words of the esteemed war poet Wilfred Owen...

It seemed that out of battle I escaped,
Down some profound dull tunnel long since scooped
Through granite, which titanic wars had groined.
Yet also there encumbered sleepers groaned.

Thank you.

ANOTHER WORLD

Q "You know the bit right at the end where your alien friend fights with the Guard and you pull the two levers, one killing the guard and the other opening the skylight? Well, what do you do after that? 'Cos I keep getting killed by the lasers."
Ross Muldon, Killie

A You've pulled the first lever so when the first guard walks towards you, you get caught in the explosion, right? You've pulled the second lever to open the ceiling and cast a circle of light onto the floor? Yes? All you have to do is to crawl into the circle and you'll have escaped from *Another World.* Simple as that.

CANNON FODDER

Q "Please could you give me some help on Mission 19, Phase 1? I can only seem to blast one door of the buildings in the bottom left-hand corner of the screen. After that I can't seem to get the rest, and enemies just keep coming and coming making it impossible to finish the phase."
Particle Laws, Stockton

A Having examined Cam's complete and incisive *Cannon Fodder guide* (available from all dodgy, back-street book stores) I can only assume that you're missing the point of this mission. Have you noticed the three pressure pads as you've been running around getting killed? If you can get a man to stand on each of these (all at the same time), a helicopter will fly over to you. Once this happens you leap inside and zoom around killing everything – doors included.

DUNE 2

Q "I've been stuck for ages on mission seven of this fine game. The Harkonnen or Ordos (or both together) start attacking at the very start, before my base is set up. Whenever I send a scout squad to their bases at the beginning of the level, their bases seem to be completely built up before mine is even started.

Please help me, I'm desperate."
Andrew Phillips, Swansea

LOOSE ENDS

"WE RECOMMEND EXTREMELY TIGHT SHAMPOO." (MARIE CLARE)

Q "I can't find the passcode to escape up the stairs from the robots in UNIVERSE."
J Mitchell, Scotland

Q "MANIAC MANSION. What are a) the chainsaw, b) the crate in the art room and c) the memoir book for? Where are d) the petrol and e) the code for the inner dungeon door? How do you open e) the medicine cabinet and f) the chest of drawers in the room with the enlarger?; and g) what do you do with the broken wires from behind the paint block in the room with the typewriter?"
Alex George, Towcester

Q "I recently acquired about my personage the computer game known as LOOM. I have managed to perambulate my on-screen incarnation beyond the sweaty depths of the preliminary island, but I'm completely lost on the second one. Gumph."
Chistopher Hutchinson, Aberdeenshire

Q "I am STILL stuck on CANNON FODDER mission nineteen, in spite of every tip and solution that I have ever read. Before my third man gets to his pad, my first man is always killed. In fact, nine times out of ten he has been taken out BEFORE I can move to the second pad. I can't take out the turret or blast the bunker doors (can I?), so why all the rockets and grenades? Apart from the jeep and the chopper, I don't seem to have any use for them. Or do I?"
Suicidal, Yorkshire

Q "Oh dear. Even though my ability to play games verges on the legendary, I have to admit that even my God-like abilities have been defeated. My own personal Götterdämmerung is CADAVER. You see, I can't make headway on level four. I have managed to lay my hands on the key for the Central Hall, but that's it. This means that there are plenty of doors that I can't get through – the door in the Inner Passage, which I'd love to take, for one. I've been wandering around for ages, and I'm stuck."
Michael S Hoffs, Cambridge

Q "Dear friends, I have a real problem in KING'S QUEST V. I am stuck in the witch's dark forest. In my bag I have the pie, the magic wand, the amulet and some beeswax. If nobody can tell me how to escape or defeat the witch I will kill myself by jumping in front of a train."
Nuno Oliveira, Portugal

CASES CLOSED

SOMETIMES IT'S HARD TO TELL SOMEONE YOU CARE – BUT WE DO. REALLY. THANK YOU. THANK YOU.

When I up-end the Last Resort postbag onto my bedroom floor each month, I invariably sort the contents into three piles: a Cases Closed pile which, although welcome, I selfishly wish was bigger; a pitifully flat pile of pleas for help that I actually know the answer to; and a distressingly large pile of queries that leave me open-mouthed. It is this pile that I hope desperately no one will see. I usually shut my bedroom door, just in case.

Nothing very interesting there, but this month saw the introduction of a brand new pile – unprompted tips for games that in a freak of coincidence answered some of the very questions that had been asked by readers in the second pile. Cases Closed, if you like, had arrived before the relevant Loose End had even been printed*. Spooky, eh? I can only assume that, somewhere along the line the gods had intervened, and I was experiencing a miracle.

Spooky, eh?

THEME PARK

Q "Is there a cheat to get loads of money?" was the difficult question I was faced with on opening up the letter that had previously been written and placed in an envelope and addressed to me by one Thomas McLardie of Renfrew. And dispelling all known laws of probability, what did I find my eyes staring at only a matter a seconds of later but...

A "Here is a cheat for THEME PARK, which I know for a fact works on my A500 version. Because I tried it.

Type in your name as MARK LAMPORT at the start of the game, and your nickname as MARKL. Then when you're on the playing screen, press:

C – for unlimited cash
CTRL and Z – for all shops
SHIFT and Z – for all features
ALT and Z – for all rides."

Michael Waldron, Newcastle-upon-Tyne

FRONTIER

Q "Yak – FRONTIER. I'm terrible at it? Have you got any tips to add to those you've mentioned in previous Complete Controls and Last Resorts?" writes 'RTL' of Cardiff. Sometimes, coincidence is just too coincidental for comfort.

A "Here are some tips to FRONTIER, to add to those that that you have mentioned in previous Complete Controls and Last Resorts.

1) Never save the game if you've just failed a mission. Every failure counts as a black mark against future promotion or Elite advancement.

2) If you fire a missile at a ship, hit the 10,000 speed button twice and the missile is guaranteed an instant hit. Due to the speed-up you are likely to be attacked by three foes at once, so prepare to repeat this quickly.

3) On the military missions, the enemy often launches a dozen fighters from its base. But provided you keep low (below 200 metres) they will crash into the surface.

4) In combat, pause, and target your enemy using external views. Put your thrusters into reverse, unpause, and as you fly backwards (-100 KMH is ideal) you can happily pot the bast.

5) Your best bet for a general purpose ship is the 1MP Trader with its sixteen shields, ten cabins, four Beam lasers, energy booster, laser cooler, Naval ECM, and over seventy tonnes of free cargo space."

Anon

SENSIBLE WORLD OF SOCCER

Q "And I keep finding SWOS too hard," many a distressed SWOS fan has continued to inform us by every means of communication known to man (with the possible exception of beaming it Star Trek-like directly into our office), in spite of the massive bug-revealing SWIZ feature and the host of cheats that we have provided over the past few months. And what did I notice sticking out of Steve's e-mail printer as I came in to collect this month's post...?

A "Starting with my home team Barnet in division three, I made it into the Premier League within five seasons, won the European Cup the following year, and now in my twelfth season I have won every game for the last three years. Here's what I did:

1) A real life manager has to be able to assess and fix his team's weaknesses. Try to ascertain the reasons why you lose, and act accordingly.

2) Change your tactics so that when the ball is in the centre of the pitch all your players are in a line down the centre. You should now be able to boot the ball down the centre of the pitch to the top striker, who should be in position to curl it around the keeper. This might not be pretty, but it'll win you games.

3) Put your five most valuable players up for transfer, even if it means that you don't have enough to make a team (because you can use ones on loan). Buy the fastest striker and goalie from your league, or preferably one from the league above.

4) Continue delving into the market, trading your players for faster ones. Don't be put off by the player's value, if prices seem a bit low, or if you lose your first ten games 6-0. This is normal.

5) Once you are settled, you can begin to play more cultured football. Continue buying speedy players and you will find that you can always get to the ball first, and outrun and catch up with the opposition."

Barnet Boy

A You'll have noticed that the enemies have huge bases already built, so the last thing you want to do is go anywhere near them. If you've played the level once or twice, you'll know which direction the attacks will come from, so concentrate your forces on those sides, keeping a few back in case any squads are brought in by air. Build a generator and radar site first, then use single slabs to build a long causeway out to a line of missile turrets that'll intercept attacking forces. Concentrate on getting spice to build factories or a space port and forget about silos for storage – spend it as soon as you've got it. Build loads of generators and space them out to offset the risk of missile attacks crippling you. Your construction site's the most vital (and irreplaceable) item you've got, so try and get a mobile construction site to place a back-up site elsewhere. Stick to building up your forces and gathering as much spice as possible (have at least two harvesters per refinery) and when you've got plenty of tanks and missile launchers (don't bother with anything lighter) attack in strength at one weak point. You can't afford to lose too many vehicles, so support your ground forces with two ornithopters and a nearby repair facility. When tanks are badly damaged (ie smoking) click on them and tell them to retreat. An ornithopter will then hopefully rush in and rescue it before it explodes, taking it back to be repaired.

And that's how you gain victory, slowly and with lots of planning. Surviving the start of these later levels relies on a bit of luck (if a Death's Head missile hits you early on, you've had it) and some quick mouse work to protect the few facilities you have. There is no easy way to victory in *Dune 2.*

SWOS

Q "No matter how many goals my players score in *Sensible World of Soccer* they still lose value alarmingly. What should I do?"

David Hallam, Whitley Bay

A Read AMIGA POWER more regularly, David, because then you'd have seen the series of news reports and features we ran on the many bugs in *SWOS.* If you register the game with the registration card from the box you can get a fix disk from Warner Interactive Entertainment at No2 Carriage Row, 183 Eversholt Street, London NW1 1BD, ☎ 0171 391 4300.

So once again it's time to pull the proverbial blind and turn over the metaphorical 'Open' sign on the door, as we shut up shop for another month. Not forgetting, of course, to stick an imaginary "Please forward all your queries and answers to:
The Last Resort,
AMIGA POWER,
30 Monmouth Street,
Bath, BA1 2BW"
Post-it note in the window before we leave for good. Au revoir.

CONSUME!

As your money departs into a numbered Zurich bank vault owned by our mega-global paymasters, information is imparted back to you.

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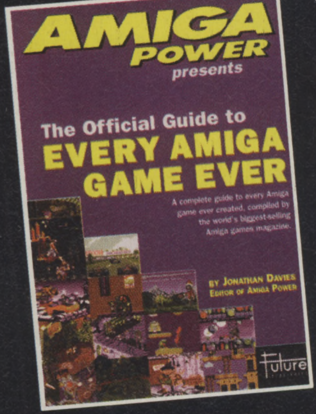
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presents
The Official Guide to
EVERY AMIGA GAME EVER
A complete guide to every Amiga game ever created, compiled by the world's biggest-selling Amiga games magazine.
BY JONATHAN DAVIES
EDITOR OF AMIGA POWER
Future

As an added sweetener, you get JD's big book of EVERY AMIGA GAME EVER, plus a 'special' letter from us every month. And AP all year. Natch.

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AMIGA POWER
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COMPLETE CONTROL

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"While we scorn and condemn the pun, AP's 'Serial Packet' has given us many hours of pleasure down here in the netherworld," the First Cyclist confirms. It contains a three metre serial cable, allowing you to link two Amigas together and play head-to-head against a pal, and three top-notch games to take advantage of your new-found networking capabilities: *Knights Of The Sky, Lotus 2* and *Stunt Car Racer.* It will also allow you fully to enjoy *Gravity Power,* the Network Game of Champions, which appears on this month's coverdisk.

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After information about Amiga games? Then you'll need AMIGA POWER's official Every Amiga Game Ever book, which contains a review of (very nearly) every Amiga game ever – almost 2000 of them in all. "Far more than just a hastily updated version of AP24's Absolute Power feature," enthuses the Second Cyclist, "this is an enthralling reference volume which I have turned to time and again. I had no idea, for example, that *McDonald Land* was originally featured in AP19."

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COMPLETE CONTROL

"IT HAS TAKEN ME MANY WEEKS TO COMPILE THIS BOOK," roars AP tipsmeister Rich Pelley. The result is perhaps the most comprehensive manual on Amiga games playing available anywhere in the world, with everything from the tiniest tip to the vastest complete solution packed into its voluminous pages. Carry it with you always. "Aaarghh, I'm deaf," adds the Third Cyclist.

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The CD32 joypad, eh? And what's more, you only get one of them, which is no use when you want to play a two-player game. Or if it breaks. We bring you, then, the Competition Pro Super CD32 Controller. Comfortably shaped, it has a precise D-pad, nifty fire buttons, an almost entirely useless 'slow motion' facility and full auto fire, allowing you to destroy all challengers in a hail of laser bolts. "But only if they shoot first," advises the Fourth Cyclist of the Apocalypse.

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The Official Guide to EVERY AMIGA GAME EVER

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ARE YOU TOTALLY DEPENDENT ON THE LAST RESORT? ARE YOU, FRANKLY, *JUST NOT GOOD AT GAMES?* FEAR NOT – READER MILLINGTON BRINGS SOLACE.

I'M BAD

PATHETIC
LOSER
tragic
SKILL-CHALLENGED
Stupid
awful
ability-impaired
SHODDY

A former borstal boy, thanks to our incompetence Rich now has a large personal fortune and houses in Los Angeles and Mauritius which he shares with his beautiful wife, Tricia.

Sad
dismal
hopeless
LAME

bad *adj.* **worse, worst**: of poor quality; lacking in talent or skill; harmful; immoral or evil; rotten or decayed; severe or unpleasant. – **badly** *adv.* – **badness** n.

Get vertigo in platformers? Lose to your gran playing beat-'em-ups? God-awful at god games? However embarrassing your inadequate performances, you should cry yourself to sleep no longer – the time has come for Bad Pride.

They shout at you in WH Smith, those computer magazines with their oh-so-shiny covers jeering "*Monkeyfodderengine 4* – it's here AT LAST!" They know full well that the very first disk of *Monkeyfodderengine 1* sits in your drive at home, just as it has for the past nine years. The game that the beautiful people of the Amiga press dismissed as "Too easy, too small." The game that your senile, blind uncle Ted finished in an afternoon, the game whose puzzles were deemed too simple to be used as competition questions on Movies, Games and Videos. The game that broke your spirit like a dried-up old twig.

Well, I'm here to tell you that you're not alone. Okay, you might have to bear the taunts of your so-called friends, but you just ignore their snide, city ways. Bring a determined set to your jaw and re-boot, soothed by the knowledge that you're a proud foot-soldier in the mighty army of the inept.

You may not have reached the pinnacle of clumsy, slow-witted incompetence which I, the Game-Over Kid, have scaled (I'm still the only Amiga owner to have died in *Mavis Beacon Teaches Typing*) but that matters not a jot. As I believe Goering said at Nuremberg, "Good is a bit of a relative concept, really." Without you to provide the comparison, no one could ever describe themselves as a great player; he's only great when set against your dismal and chaotic joystick-thrashing attempts at gaming. So join me as I take a tour down the mean streets of pathetic gaming. And hang your heads, skilful gamers, hang them in shame.

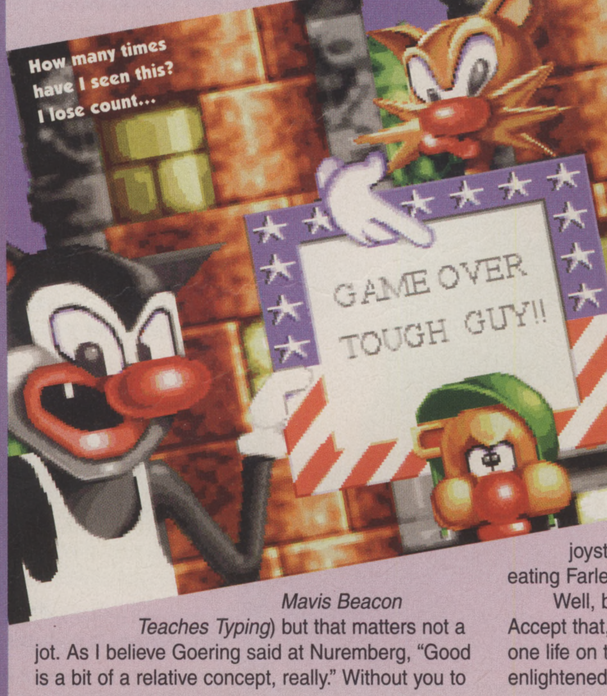
PLATFORMERS

This is the most pure of game genres. The timeless simplicity of running into monsters, mis-timing jumps and failing to collect points turns a spotlight on your lack of ability in a way which no other type of game can. Out there, when it's just you, some floating blocks and a killer raspberry, there's nowhere to hide.

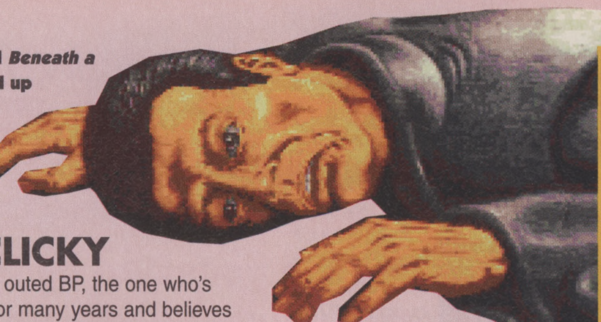
Let's be clear about this – we're not talking badly designed games, here. Anyone can fail at a game which arbitrarily kills you with hidden, spiky pits, but only your genuine Bad Player can put literally months of work into a game, watch the experts, dream about it, and never improve. Sure, the BP who hasn't yet achieved self-awareness, who's still afraid to 'come out' in front of his friends and relatives, might blame his apologetic efforts on shoddy games design, but he's fooling no one.

Maybe he's still unable to accept Holdenhein's Third Law of Games – that the age of a player is inversely proportional to their platforming abilities. Maybe he's bitter that he's put in the hours, yet in every one-horse town he goes to there's always some punk kid who'll trash the BP's high score with a joystick in one hand, while simultaneously eating Farley's rusks with the other.

Well, brother, let go of your anger and join us. Accept that, like me, you're likely to lose at least one life on the options screen, and feel enlightened. Even privileged.



How many times have I seen this? I lose count...



Last time you played *Beneath a Steel Sky*, you ended up like this in seconds. But you learned your lesson...

NO! DON'T GO DOWN THERE, OR YOU WILL SURELY DIE! Oh, well.

POINTY-CLICKY

Even the completely outed BP, the one who's been on the scene for many years and believes himself to be entirely comfortable with his skill orientation – even he can be troubled by The Demon That Is point-and-click adventures.

The problem is that they draw you in to their world. You empathise with your character much more than with some platform-hopping rodent. This character is you, or at least you're his guardian angel, leading him from danger to glory. So when you load up *Beneath a Steel Sky*, find yourself waiting at the top of some stairs and walk down them, and get shot, and die…

Well, you can't help feeling a bit of a sphinct. Also, the standard excuses of having poor reflexes, impaired vision or epilepsy – simple, physical deficiencies which only the cruel would mock you for – all these just don't wash with P&Cs. The game producers rub it in too. Lucasarts state openly that their gaming philosophy is to make it very, very difficult for you to get killed, so it's hard to think of a more authoritative endorsement of your stupidity when you are.

TWO-PLAYER TECHNIQUES – "I'll sit here with my arms folded while you crash, then we'll swap, right?"

Moreover, the sheer size of many games puts the BP off these. Why buy a 17-disk, 200-plus-location game when all you're going to see is the jail in the opening scene of disk one, where you'll remain forever, stuck staring at the out-of-reach key with nothing but a plaintive look on your character's face and some stupid magnet in your pocket?

The whole point (and click) of the genre is to be stuck, so it follows that the more often you're stuck, the more you're entering into the spirit of the game, and to be permanently stuck is to enter an almost mystical state. Stupid? Not a bit of it. You're committed. The P&C is the BP's true home, as the most casual glance at the bulk of its fans proves.

FOOTBALL MANAGEMENT

Come on, a man's got to know his limitations.

TWO PLAYER GAMES

There are basically two types, and the first one's the *Alien Breed, Chaos Engine* kind of cooperative venture. The enjoyment available from these games sours unimaginably when playing with a Not Bad chum, because you can progress smoothly through the levels simply by cowering behind him. This 'my personal minder' tactic allows the Bad Player to see all manner of wonders. I personally discovered that all those pictures on the box are actually other bits of the game.

The other type of two-player game is the competitive affair. To fully appreciate 'versus' games, you really need to play against another Bad Player. These can usually be contacted through magazines, but be careful – some apparently genuine contacts are really Not Bad Players out for kicks.

AMIGA POWER has supplied several fine 'versus' games. *Scorched Tanks* (AP41) handily provides around 200 shots each per game, giving at least the possibility of a hit.

And *Trick or Treat* (AP39) tests each player's ability to open doors and collect things. Occasionally you might see a fellow in a Quaker's hat strolling around, but don't let him put you off finding the most things and winning. Although we shouldn't forget that the term 'winner' is merely a verbal weapon used by those bigoted Not Bad Players.

WE'RE BAD AND WE'RE GLAD

Militant BPs have tried to turn the whole world Bad – you'll have seen their well-planned campaign which resulted in *Zeewolf*'s mouse control option – but I just hope that BPs will stop living the lie. Stop pretending to know what *Cannon Fodder*'s moorland levels look like, stand up and admit "I'm as God made me, and I'm not ashamed".

TOWARDS THE FUTURE, BADLY...

What of the future? Some feel we'll die out as computers in school increase awareness, but I know that BPs aren't made, they're born. We've always been around, and we always will be.

Games are getting better, learning from past mistakes, and this, added to new technology, will allow us to be much worse, for longer, and more obviously. At the moment, the CD32 offers multiple-button confusion possibilities, but with the speed of CDs doubling every eight months, what next?

See how fast they spin already? In five years, if I'm properly useless, a carelessly loaded game could very well fly out of the drive and take the top of my head off. Cool.

● ***MILLS***

GAME OVER PLAYER ONE!

"Hey – maybe if we stand really still, they won't even see us..."

Must have been a mechanical failure. Must have been. Brand new helicopter, too.

DO THE write thing

As the temperature slowly rises in our office and all our machines begin to spontaneously combust, we are consoled by the magnificence of your letters.

● Address your letters to:
Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"SHORTS AND PITH"

Cooee AMIGA POWER,

Someone has done a very bad thing! And I'm upset! Someone has been using Do The Write Thing to say nasty things. I have previously had two letters printed in these pages of AMIGA POWER and, even if I do say so myself, they were witty, clever, funny and generally works of literary genius worthy of the Bard himself. Then along comes this pillock suggesting that I'm not a lion at all, but a human pretending and that I'm a silly boy. Well, let me assure you that I'm very real and not in the least bit silly, although I am rather cute and cuddly.

If you don't believe me, I will pounce on your heads, chase your wildebeest and scare your neighbours. GRRR! So you have been warned. And the next time Mr Brett Davids is out hacking around in his khaki shorts and pith helmet, he had better watch out!

So, in future, if Brett (what sort of name is Brett anyway? Only stupid American rock stars are called Brett) feels the urge to put pen to paper, I have a piece of advice. If you can't be witty, clever and funny, then DON'T BOTHER.

May your jungle always be lush, green and free from poachers.

Yours with very hurt feelings,
Henry the lion, Bromley

"GORGE BEFORE WE BRACE"

Dear AMIGA POWER

I've just seen Matt Bielby on This Morning (with Anne and Nick), launching the new sci-fi magazine SFX. Matt is an anorak isn't he? You lot aren't like him are you? Please say you aren't. *(Don't worry. Alex. We're not. – Ed)*

Go forth young Davies, spread the AP seed to the sister magazines, like a randy missionary, and they too will bear the luscious fruit on which we gorge. Before we brace ourselves for the Armageddon that is Cam's psyche, let us have one second's silence in memory of Jonathan Davies… right, get the chips in, Cam.

It's a bit of a coincidence that shortly after being taken over by a sinister corporation, the price of the magazine goes up. Even we, the blind followers of the AP juggernaut are a tincey-wincey bit suspicious.

God bless you all with flowers and holy water from Hull cathedral,
Alex Smyth, Sheffield

IT IS NO COINCIDENCE.

"HER DEEPEST LOVE"

Dear AP,

Ever since AMIGA POWER first published Isabelle Rees' e-mail address, we have been communicating with her across the 'Spawn of Satan' that is 'the info super slugway'.

We have received many a wacky letter from Izzy, and to tell you the truth they get stranger and stranger. Only the other day was she telling us about her deepest love for her 24-year-old geography teacher (poor man!!).

Anyway, enough of the waffling, We'll get to the point of this letter. Izzy has recently informed us that she is visiting Bristol for an open day at the university, and lo and behold, the babe that is 'Isabelle Rees' wants to meet up with us for lunch. We thought this would be a rare and excellent opportunity for us to inform the rest of the AMIGA POWER readers just what its strangest reader is like.

We hope to tell you how we got on and you should receive a full report just as soon as we have met her. If anyone wishes to join the Isabelle meet then contact us via e-mail!

Robert Hazelby, Richard Pountney.
9505021304.AA06211@csm.uwe.ac.uk

We fear we may have created a monster.

"NOT IN A LANGUAGE"

Dear AP

Living in Belgium you don't often get movies reviewed/criticised or whatever, or at least not in a language you understand *(Unless you speak French or German of course. – Ed)*, so having read your warnings on Stargate, I went to the UGC De Brouckére cinema intent on watching anything other than the Iain Dowie of movies. After careful thought, I decided to go and watch Porte des Etoiles, and although…

Damn, I thought all the potential was there for a French/English misunderstanding jape which, cunningly intertwined with a Stargate-y theme, would cause merriment to everyone lucky enough to chance upon this letter.

Kevin Hunter, Belgium

You were wrong.

"TINY AMOUNT OF INTELLIGENCE"

Dear lads and lasses at AP,

Having just found out how to surf the Superinformationautobahn, I thought I'd make the first call to you lot. I've been a computer owner for many years starting way back with a ZX81, then a Speccy 48K. When I got my first Amiga nearly three years ago, I knew I was buying the fastest growing machine and current market leader. Just over a year ago when my A600 went phut, I decided to upgrade to a majestic A1200. At this time things were still looking good. Now, however, it only needs a tiny amount of intelligence to realise that in another year Commodore quite possibly might not even exist.

The market has been flooded with so many 'Super Consoles' that poor old Johnny Consumer doesn't know which one to buy for little Johnny Son's birthday/Christmas/leaving school/starting school/beating up little brother present. We have all heard of these incredible Ultra 32X Playstation Jaguars, but what have any of them realistically got to offer? Vastly over-priced games and a bigger incentive for young kids to spend even more time in front of the telly.

I'm not trying to campaign on moral issues or anything here, but if these so-called next generation toys actually ever get into the shops over here, the latest upgraded model costing twice as much will just be appearing in Japan. No one is ever going to win the race for console superiority. Each manufacturer is constantly just trying to outdo the others using profits from the last machine they sold.

The prices of these things are going to skyrocket and finally the companies who have long been known to the public as money grabbers will collapse and fold. Thus a new era will begin, an era in which Commodore could relaunch the Amiga. It need not be the most amazing machine ever, but as long as it can satisfy non-selfish gameplayers like it's doing now, it's bound to be a winner.

So take note Commodore, go into hiding for a few years, lick your wounds, give yourself a paint job, a new hair cut and a set of novelty mouse mats. When the others fall, come out FIGHTING.

Jamie 'Mental Jim' ***(Oh dear. – Ed)*** **Wilson**
J.M.WILSON@dundee.ac.uk

At last, a letter about computers. We never thought we'd live to see the day.

"BOYS JUST TOO MUCH"

Dear Almighty Ones,

I have been reading you since issue seven.
Last price… £4.25.
Sorry boys, just too much.
Down to WH Smiths to read every month.
Sub-£4.00 was okay.

DO THE write thing

Yours in regret,
Baron Von Snazzyshirt, London

Sob.

"GAMING IN THE WORLD"

Dear friends,

I command the Project Amiga Distribution on Mexico, and need all of your help for get information of the exportation of amgas 1200 and CD32, 4000 etc to Mexico market. Mexico is the ideal market for amigas with 14,000 users very loyals. All young people said now that Amiga is the most economical and powerful computer home and gaming in the World, yes the power of Amiga. But one great problem… no have distributions and dealers of Amiga in Mexico! This cause problems with users and fans, and prospect people. Need Info… (massive)

Daniel Isaac Ortiz
begonzal@udgserv.cencar.udg.mx

"ACTIVITY WELL SORT OF"

Hi Mr AP,

Here's a poem I made out of last month's circled bits in reviews:

Pluck my on-screen icon from death,
The trap will smother the preposterous notion that it'd be fun.
Squirrelled-away green blokes levels
Of anyone you fancy
This is an illegal activity
Well sort of, there's a certain feeling.
Love, luck and lollipops to you all,
Luke Kennard

"I SPEAK OF MY MOTHER"

Dear Mr Thing,

Huzzah and rejoice, the mighty day is at hand, for AP50 has arrived on newsagent's shelves that require less and less reinforcement each month. What is more, it is grand, for it gives us the much improved *Gravity Power.*

Truly it is the Game of Champion Combatants; this is the computer world's answer to the old 'a day to learn, a lifetime to master' adage that is used constantly by those traditionalists who snub all but their horizontally limited 'bored' games. This is the answer to the prayers of the nation, who toss and turn in bed at night dreaming of the time when your opponent firing a guided missile at you does NOT guarantee your demise. Jan and Jens, WE SALUTE YOU.

However, there's a snag, a flaw, a hideous attack of insipidness that has marred the enjoyment of this game: I speak of MY MOTHER, for it is she who loves this game almost above all else. The problem is that she's TRULY USELESS AT IT, which is why I charge Jan and Jens with not having an almost empty level (unlike the totally empty one where she can't even land) or a level designer with which to design one for her to practise in. So, I wait with trepidation for future issues of AP to see if they'll include a level called Almost Empty. For my mother's sake, I truly hope so.

Fed up with beating my mum 99% of the time,
James Taylor, Swansea

Say hi to the band from us.

"DEPRESSED BE HAPPY"

Dear AP,

You are upset, I can tell. You are afraid you will be swallowed up and eaten by the big people. I am not stupid and could tell by those big capital letters in AP50 that you were depressed. Be happy, forget your blues, that's what I say. Sensationalise the Amiga, make it great again, the way only the magazine with attitude can. Put up posters of Pamela Anderson and Keanu Reeves in the office and in the mag, make people happy to be alive and to want to live. Wear flowers in your hair, summer's here, come on, be happy. When you hurt, I hurt. Just mellow out and everything will be all right. I love you guys, don't ever fade away and never sell out. As Ramshaw said, be excellent.

Arif Baig, London

Sue the Art Ed already puts up posters of 'Rafe' Fiennes. She tolerates our rampant enbeardment of them with admirable stoicism. We are happy.

":)"

Issue 50, page 49, the top:

"And writing Workbench we seemed to have turned a decade of success into failure." Have you been talking to Dan Cannon too long? You're a games mag, I respect that. You find serious things boring and will only endeavour to do something more serious (eg running a HD install program) if it gets you more enjoyment out of your games. Fine. SO DON'T GO SLAGGING OFF SOMETHING YOU HAVE HARDLY EVER USED!!!! I think you should try using it like I do, oooh, for at least three hours a day, and then realise it's a user-friendly, unique, most powerful 32-Bit multi-tasking environment.

But you're a games mag. Fine, as I said. You don't use Workbench. So don't slag it off! Stay in your own territory, and leave the OS deciding to people who use it. Eg Amiga Shopper or Amiga Format. Until next time…

Stu :)
stuart@tomonet.demon.co.uk

We were COMPELLED to use Workbench for TWO MONTHS in order to compile the coverdisks because Kenny Grant was being paid by Team 17 to wear a helmet and say "Let's get it on". We speak authoritatively in saying it is a DIABOLICAL DEVICE OF THE DARK DEMON. And people using smileys invite death.

"VIOLENCE AND PC ATTEMPTED"

Dear AP,

PC Attack. Sounds like an underground rap movement. There's been some pretty gruesome happenings in your world recently. Stuart Campbell's turned from the rightful scourge of sloppy, bugged, rushed games into someone responsible for producing sloppy, bugged, rushed games; Amiga Shopper's mutated from a no-frills, 99p fanzine into a glossy, coverdisk-infested nightmare; but not even these events are quite as earth-shatteringly, suicide-inducingly awful as a magazine entitled PC Attack. Are you interested in the future of the magazine industry? I am, and have borrowed Mystic Meg's crystal ball to reveal some fascinating events.

September 1995: Future Publishing proudly announces the launch of Ultimate

➤

AMIGA POWER T-SHIRT winner

"I HAD A VESTA MEAL"

Dear AP,

I had a Vesta meal this evening. It's not something I'm proud of, but the box that the 'meal' came in inspired me to write in, so it wasn't a complete waste of money/intestinal wear and tear.

It was, allegedly, a Chinese meal contained within the box. So, in their infinite wisdom, the design gurus at Vesta decided to give me some background information about China, so that my mind would be fed in addition to my stomach. Thanks. The box decided to tell me about dragons. OK, I'm game. This is what it said, and I'm not making any of this up.

"If you should meet a creature with the body of a snake, the head of a crocodile and the claws of a lion that's flapping leathery wings and breathing fire – you've found yourself a dragon."

Or someone's spiked your *("F-Max, the lightly sparkling fish drink" – Ed).*

"For centuries the Chinese have considered this mythical animal a symbol of power and fertility. Down through the ages they've used the dragon to decorate everything from clothing to cooking pots. Dragons were believed to live on a diet of human sacrifice. But that may be because easy to prepare, tasty meals – such as the exciting eating experience this packet contains – were not readily available in ancient times. There's a point to ponder as you enjoy your Vesta meal."

Oh, COME ON. I mean, I've seen some tacky links in my time, but that really takes the biscuit. "There's a point to ponder as you enjoy your Vesta meal" – yeah, right, that's what I did, and this is what I reckon – I think it's more likely that dragons lived on human sacrifice precisely BECAUSE Vesta meals were available.

Now I'm not saying Vesta meals are worse than eating raw human flesh *(Yes you were. – Ed)*, but look at it this way – imagine a Pot Noodle. Now imagine it without the pot. That's a Vesta meal.

And another thing – what's all this "exciting eating experience" crap? I looked in the box, and all I found were two paper bags, one containing dessicated vomit ("chow mein") and the other containing a large number of white cardboard strips ("soft noodles").

Hasta la vesta, baby,
Mat
mjr1008@hermes.cam.ac.uk

DO THE write thing

Future Magazines, a magazine devoted entirely to advertisements for other Future Publishing mags. Ultimate Future Magazines is printed on beautiful glossy paper and underlines individual letters for absolutely no reason (except, presumably, to show how unbelievably pretentious and worthless it is).

January 1996: Consternation amongst publishers as the realisation dawns that, following the launch of PC Attack, PC Robbery With Violence and PC Attempted Homicide, there are literally NO NEW WORDS to come after PC. After considerable thought, PC Action Gamer and PC Attack Games Solutions Power Force are launched, each offering an EXCITING NEW BLEND of reviews, tips and compos.

March 1996: The long awaited launch of Girls 'n' Screenshots magazine. Pictures of naked women are interspersed with giant, six page 'reviews' finishing with a huge 96% at the end. "It's what the market wants," chuckles a cheerful publishing executive, just seconds before his death.

November 1996: After much wrangling, Future finally buys the struggling Independent newspaper. It is quickly re-launched as a glossy, fervently pro-Conservative magazine, costing £5.99 every day with three coverdisks and a CD. There is also a sticker in the top left-hand corner saying NEW! which, as well as being a blatant lie, also suggests to the more cynical minded that the publishers DON'T ACTUALLY WANT TO KEEP OLD READERS in case it's realised what a complete, utter turnaround of the the paper's original stance there's been.

Get out while you can lads, start your own company and don't get corrupted. All magazine companies are equal, but some are more equal than others. We, the public, the animals, now look from Future to the pigs, from the pigs back to Future, but already there is no way of telling which is which.

Yours sincerely,

Albatross, Norwich

This is the letter that sent our brilliantly satirical Whatever Happened to The Future Of Magazines? feature tumbling binwards. It's interesting to note how our well-choreographed 'Sinister Megaglobal Corporation' campaign has placed us on the side of the readers, but consider this. Since we're mere pawns of our paymasters, and all guilty of taking our 30 pieces of silver, who's to say that all this anti-authoritarianism isn't just a clever way to SELL MORE MAGAZINES? Huh? Huh? And speaking of conspiracy theories…

"VOWELS SOME OF THE TIME"

Dear Do,

So, just how bent on world domination is Future Publishing? I bring a theory to you now, heedless of my own personal hygiene, because when I looked at myself in the mirror this evening I knew, with sudden and chilling clarity, that I had nothing better to do.

My grandfather always used to say, "read the small print". Of course, if you always say that, you're quite clearly a hopelessly deranged old man and your family are perfectly within their rights to have you put away in a home and sell your possessions for their own profit, but this in no way detracts from the general truth of the statement. In AMIGA POWER, you may find some small print that reads "Contributions are accepted only on the basis of full assignment of copyright to Future publishing."

What do you make of that? I'll tell you what I make of it, it is that most heinous of cliches, An Orwellian Nightmare. This letter, if it's published, or even if it isn't, is a contribution. I am contributing to the sagacious, yet ruthless god that is AMIGA POWER. Suppose, for whatever reason, I choose to write 'Future Publishing is a wild beast devouring all in its path, and its path leads directly to a tyrannical, global empire.' That sentence now belongs to Future Publishing, and if I ever dare to repeat it, on Newsnight or World In Action for example, then FP can sue me for breach of copyright.

The matter though, grows all the more grave when one considers that hotbed of contribution, Do The Write Thing. The handsomely paid writers of AMIGA POWER keep their prose focused on computer games, even Cam does 30% of the time. The do-the-write-thingers, however, write about many, many things or, often, nothing whatsoever.

The sheer volume of rubbish I produce is dangerous enough, but consider all the others. Consider Steven Bosanko who doesn't even use vowels some of the time. Consider Ludwig who strings words together more or less at random. Consider team 4½. And all this, each spluttering superlative, every pseudo-solemn anastrophe, is now in the possession of Future Publishing. The time isn't far off, by my reckoning, that Future Publishing will have copyrighted the entire English language. Good God, Isabelle Rees has already given them virtually the entire world's supply of punctuation.

And another thing, when Elvis died in 1977, there were 48 professional Elvis impersonators. Today, there are 7,328. If this rate of growth continues, by 2012, one person in four will be an Elvis impersonators. Suddenly, Blade Runner doesn't look so bleak, does it?

Pol Pot, Wolverhampton

Calm yourself, Pol. We have treated this odious semi-legal pre-emptive rip-off with the icy-cold contempt it deserves. YOUR CONTRIBUTIONS ARE SAFE. Unless, of course, they were printed in AP48.

"MARRY ISABELLE REES?"

I just got this from a guest at one those trendy Internet Cafés.

> I thought you died along with that Zero magazine.

Nope..

> Oh well.

> I take it you've got an Amiga now. I sincerely hope you have good fun with it.

Yep…

> Just out of interest, are you really going to marry Isabelle Rees?

Ermmm... not that I know. What has she been telling you? Lordy...

Lud, pl@soton.ac.uk

"FROM THE TUBE"

Hi Y'all,

Sorry that this is a bit late but I could never quite get around to sending this off to you! So someone else remembers good ole Yon Yonson.

I think it was the Dave Howard Singers, all one of them. I never managed to get hold of the single but I remember taping the video from The Tube. Whatever next – Big Flame on Ron Johnson Records? The Shop Assistants??

All the best,

Scott

scott@furry.demon.co.uk

Those who bought the CD edition of AP49 will know what this means. Those that didn't however, will not.

"TEMPTRESS DOTH ASSAIL"

Dear Fiends,

I've worked it out. The sinister global mega-corporation that now controls AMIGA POWER is a LEADING PC MANUFACTURER. Their tendrils of pain are even now CONSTRICTING ABOUT you, forcing you to ADVERTISE, ADVOCATE and ADVANTAGEOUSLY ADVANCE the PC among your readership. And THIS IS WHY the magazine doth shrink. THIS IS WHY the price doth inflate. THIS IS WHY the Temptress doth ASSAIL OUR VERY BEING with her insidious whispery, YEA, EVEN WITHIN THE PAGES OF AMIGA POWER ITSELF. And THIS IS WHY that self-same mega-corporation – indeed, the VERY ONE that watches over your every thought – is NEVER NAMED; for thus are we readers kept IN UTTER AND PROFOUND IGNORANCE of this FOUL MANIPULATION. CONFESS! CONFESS!

Darien

deg20@hermes.cam.ac.uk

"ELECTRONICALLY OF THE MIGHTY"

Dear AP,

You claim that you never reply to e-mails. This is however (as you well know) an untruth. For after a particularly harrowing day I sent you one that must have seemed the work of a madman. But I was saved from certain institutionalisation by the reassuring tones (albeit electronically) of the mighty Steve. Who said in his reply in a way only he could: "BE CALM".

However, those two small words were to cause much trouble and woe. Being a science student I am, of course, unable to spell and thus I took the message to mean "BE CAM". Taking this as the great Steve's solution to my problem, I promptly set about trying to alter my identity to appease those great gods at AP.

Part 1: The Look. This was perhaps the hardest part. I am a mere 5' 8" and as thus found being over 6' a bit of a problem. I stretched my ligaments to breaking point, but to no avail, and instead resorted to plan B and put on a pair of thick-soled shoes instead. Next was the hair. There was a little difficulty getting the kind of 'brillo' look just right, but I managed in the end. Finally the clothing – I opted for the biker leathers look. The look – Check.

Part 2: The Attitude. I wasn't quite sure about this one, so I bought a copy of 'Big Guns' magazine and soon I was telling everyone about my favourite attack choppers and my sidearm of choice. I already hate football manager games, so I was spot-on there. The attitude – Check.

Part 3: The Bike. The final part of the identity was, admittedly, a problem – I'm not actually qualified to drive a motorbike (other than a moped) and anyway, I couldn't afford it. So a pedal bike it was. The bike – Check (sort of).

So I was ready to go as Cam. However, I got a bit carried away first time out, broke into an army depot, stole a tank and went rampaging through 18 British cities before I knew what hit me. I spent the next sixteen weeks on the run, only stopping off long enough to pick up a copy of AP. It is only now that I have finally got back here and a friend of mine (who is an arts student) pointed out the real meaning of Steve's message. My, how we laughed.

Yours,

The Dark Lord.

9456427@lewis.sms.ed.ac.uk

"ABUSE IS A TERRIBLE THING"

AP,

And another thing: Printing a great long anti-beard letter is almost like recommending beard-hatred amongst your readership *(No, it's exactly like recommending beard-hatred. – Ed)*. This is not responsible behaviour for people with your influence. I do not want to have to live in fear of mobs come to "Shave the very hair off my face." I do not want to have to resort to violence (that part of my life is over) when the 'kids' you have turned against me, and my brethren, attack. I want to live in a world where people with facial hair are not discriminated against, facial abuse is a terrible thing that no one should have to live with. Some people even consider beards to be sinister but bearded people are friendly and just want to be accepted as contributing members of society. Hairophobia *(Pogonophobia, actually. – Ed)* should not be a part of enlightened 1990s life. Please, AMIGA POWER, set the record straight, condemn the promotion of anti-beard abuse. If you do this, not for me, but for the sake of society, then we can shake hands and be friends again.

Yours hopefully,

The Mighty (but rumoured to be undead) **Beer Monster of the The League Association for dUbious acronymn creation** (silent G) **with an interest in preservation of facial Hair (LAUGH).**
u3f88@cc.keele.ac.uk

Beards are bad. We cannot accept them, and if this leads to bloodshed and a less understanding society, then that is the price we must pay. Moustaches too.

"BOG-STANDARD BBC"

Welcome to another addition of 'What A Fool He Was.'

Freddy Thickbloke was rich, well a bit, y'see he had got £6,000 from his uncle Thickerthantwoplanksputtogether. Freddy T had only a bog-standard BBC-B, such a low powered computer even a toaster could beat it. He thought "Hey ! Why don't I buy one of those super-duper big box machines with loads of games."

He talked to a sales assistant, who blabbered technical jargon all day, but Freddy pointed to a PC and said "Jeez, that's so big and heavy anyone could mistake that for a Volvo, I'll have it!" Oh dear.

A fork-lift truck carried the monster out and into a massive truck. Freddy got home that night and thought he would set up his computer, how hard can it be? Oh dear. Freddy pulled out the manual, this was like War And Peace times 2, this took him six months to read. He bought more bits and stuck them in and loaded it up, a blank screen with A>: popped up after a lot of scratching noises, Ho hum, no software, so again he went out and bought the software, so he installed it and loaded it up, oh dear, he couldn't play them because he didn't have a joystick or a sound card or enough memory. £6,000 had been spent by now on one computer which he could not use, this made him have a fit and die later in a mental hospital. But it could have been like this.

Barry Bigbrain got £6,000 and bought an Amiga 1200 and many games and put £5,000 in the bank, he went home and set up the computer in half-an-hour and he lived happily ever after.

Daniel Tappin
DANIEL%hrh@nr-comms.radio.bbc.co.uk

We disdain such blinkered fanboy worship. Barry Bigbrain should have bought himself a BB minigun, or a speedboat, or something. Or three Mac Performa 5200s and three copies of Marathon *– the Multi-Player* Doom *Trouncer Of Champions. And he should have had his name changed by deed-poll. Then he would have been clever.*

"WHILE LIFTING MY LOADS"

Dear AMIGA POWER,

I'm a fork-lift truck driver. At work the other day while lifting my loads, I was thinking how like the Amiga it all is, up and down, up and down. You know. The Amiga has its ups and now it's all downs. Who knows, I bet you in five years, we'll be going through the same slump with the next generation of Amigas after going through the cycle again! I do enjoy the magazine, and will be writing to you again in due course.

Yours Wandervogel Gastarbeiter Olaf, Sheffield

Thanks. We think.

"VICTORIAN MORALISTIC HYPOCRITES"

Dear AMIGA POWER

While watching the Forbidden season on BBC2 recently, the insight into the operations of the British Board of Film Classification was very informative. Unelected and unaccountable, the membership of the BBFC has been made up of nameless, anally-retentive, Victorian, moralistic hypocrites led by maverick bosses intent on DICTATING WHAT WE CAN OR CANNOT WATCH. Hand in hand with the state, they've DIRECTED OUR VERY THOUGHTS AND IDEAS. Yet strangely, the Amiga games industry needs someone like the BBFC. No really, hear me out.

Take into account the high percentage of crap games that are constantly being released. Censorship is needed to protect Amiga gamers, and the softies are money-grabbing highwaymen, the enemies of all our grannies. Most of them don't care about quality games or customer satisfaction, but they'd be forced to try a lot harder if the threat of a complete ban hung over their heads.

Obviously, the dunderheads at the BBFC don't know a good game from a Snickers ice-cream bar, so experts would be needed on board and hey, what about you lot at AMIGA POWER? Of course, you moving into the BBFC would push the existing board members out and onto other jobs, thus rendering them harmless to society, and leaving you free to bring in new legislation so that all new games would have to pass through you before release.

So there you have it, my plan would kill two birds with one stone, freeing the film industry from the meddling of Mary Whitehouse clones and more importantly, ensuring quality games all of the time.

Alex Smyth, Sheffield

But surely that's what we do now Alex, apart from the bit about films that is. If everyone read AMIGA POWER, then they'd know not to buy useless games packed in pretty boxes. The system breaks down when people either ignore us or choose not to buy us, encouraging cowboy racketeer softies to release more crud. OBEY OUR CONSUMER ADVICE, and the world will be a better place. For everyone.

"EASE OF PULLING OFF"

Oi!

In reply to Laurence 'Obviously Stupid' Jenkins whose crap letter was in AP50. He reckons that the excellent beat-'em-up *Shadow Fighter* is a load of rubbish, he claimed that the collision detection's awful. He reckons there's an over-use of white on the characters – is he colour blind or something? Only Pupazz (THE Beat-'em-up Trainer of Champions) is actually white, with only a few other characters having white stripes, and in my opinion, the graphics are the best I've seen in an Amiga beat-'em-up.

He said that there was an "illogical control of the special moves," when the ease of pulling off special moves is the game's best point. How hard is it to roll the joystick round and press fire? BLOODY EASY. None of this roll the joystick through 720 degrees, jump and press fire rubbish like in *Mortal Kombat 2*. Even my little brother, gran, aunt, etc can pull off these moves.

I think the Four Cyclists of the Apocalypse should pay this bloke a visit, and banish him to Hell. And his friends must be a bunch of prats too.

Daniel Irvine, Crawley Down

We're inclined to agree.

AND ANOTHER THING...

In AP49, the letter from C-Monster said "Go figure." I can think of someone saying this in a stupid accent in a film or TV programme or something but I don't know what. Please tell me before I implode.

Steve Jeffrey, Aberdeen

John Lithgow, silly Brit accent, Cliffhanger. Next.

Whose idea was it to have the TOP 100 starting from number 1?
Surely they are a TOOL OF THE DEVIL and should be sent to the darkest PITS OF HELL. IT HAS BEEN SAID.

Jamie
jamie@puddytat.demon.co.uk

I'm scared of straw and badgers. Just thought you should know.

Theresa Greene, Worcester

Individually or in concert?

If the Four Cyclists are so clever, why, when blatantly advertising AMIGA POWER Mail Order Goods (™), are they playing games on the Amigas with no pictures on the monitors? Hmm? Is it some sort of deity thing?

Lud
pl@soton.ac.uk

The monitors are clearly on. You must have been struck blind as a punishment of the gods.

AND THAT ADDRESS,

don't forget, is:

Do The Write Thing,
AMIGA POWER,
30 Monmouth
Street,
Bath BA1 2BW.

Or e-mail us at:
ampower@futurenet.co.uk,
but we'll only reply in these pages, okay?

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From the makers of
the internet magazine
.net

IN ISSUE ONE...
Music
Conspiracy Theory
Sex
Newsgroup Confessions
Drugs
Star Trek Rogues Gallery
Sex
Religious Loonies
Art
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Paul Morley on Net Culture
Nigel Floyd on Net Movies
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Confusing, isn't it?

You need a guide.

You need *the* guide...

The .net
Directory.

Thursday, 27th July
http://www.futurenet.co.uk/index.html

THE BOTTOM LINE

So, time to enter the labyrinth, combatant. Weapon in hand, you round the corner to be faced by... crumbs, faced by nothing. It's a squad of game reviewers with their backs to you! SLAUGHTER 'EM!

THE BOTTOM LINE

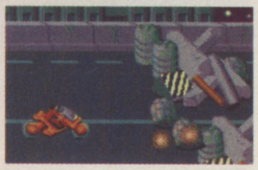
(AND HOW TO UNDERSTAND IT)

★★★★★ Mini-gun ★★★★★ Flamethrower
★★★★ Uzi ★★★ Pistol
★★ Chainsaw ★ Knife (probably blunt)

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year.

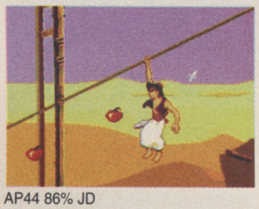
WHO'S WHO
CW – Cam Winstanley ● JD – Jonathan Davies ● JN– Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood
PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster

AKIRA
Ice £30 (£35 CD32)



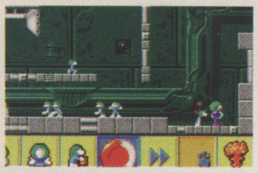
AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage,* is easily the equal in catastrophe of *Total Carnage.* Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

ALADDIN A1200
Virgin £30



AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALL–NEW WORLD OF LEMMINGS
Psygnosis £30



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

AMBERMOON
Thalion £36

BEARD
LYRAMIONIC ISLES

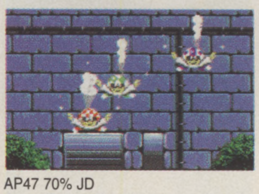
AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS
Kellion £TBA

AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant,* but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've go it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

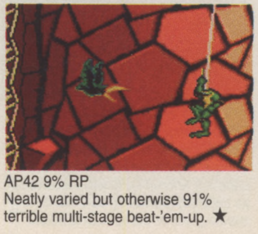
ATR
Team 17 £25
AP48 38% JN
Overdrive 2 via *Tower Assault,* more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines.* ★★

BASE JUMPERS
Grandslam £26



AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike,* with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders,* and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

BATTLETOADS
Mindscape £20



AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

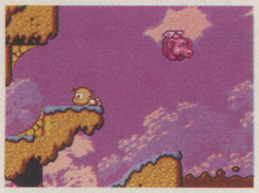
BLOODNET A1200
Gametek £35

AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island.* And you get to shoot people without any tiresome moral questions being asked. It demands a hard drive and 2Mb of memory though.
★★★★★

BLOODNET A500+
Gametek £30

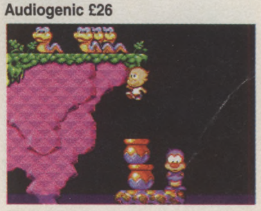
AP50-89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

BUBBLE AND SQUEAK A1200



Audiogenic £30
AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

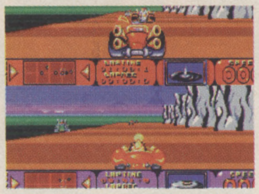
BUBBLE AND SQUEAK A500
Audiogenic £26



AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

BUMP 'N' BURN
Grandslam £26
AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to

➤

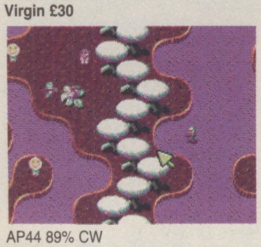


grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing. ★★

BURNTIME
Kompart £30

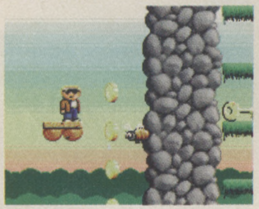
AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of. ★★★

CANNON FODDER 2
Virgin £30



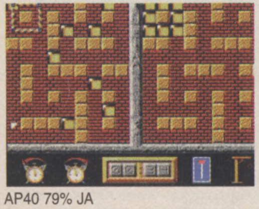
AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so. ★★★★★

CHARLIE J COOL
Rasputin £20



AP43 45% PM
A below-average platform game. ★

CLOCKWISER
Rasputin £13

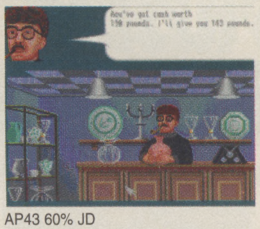


AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

CLUB FOOTBALL: THE MANAGER
Teque £30

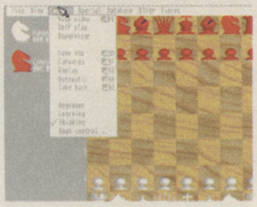
AP43 52% PM
A 2%-above-average football management game.
★

THE CLUE
Neo £30



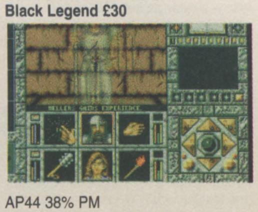
AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) How about *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



AP45 81% SF
Chess. Game. Chess game.
★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

DAWN PATROL
Empire £35

AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky.*
★★★★

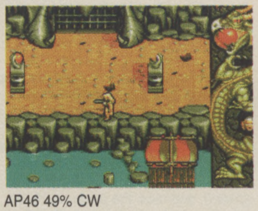
D-DAY
Impressions £35

AP40 51% JD
Impressions have always seemed bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and to add insult to injury, it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.
★

DEATHMASK
Alternative £26 (£30 CD32)

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom*. Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

DRAGONSTONE
Core £30



AP46 49% CW
SNES *Zelda*, but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care nought for which.
★★

DREAM WEB
Empire £35

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

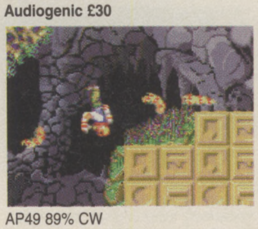
EMBRYO
Black Legend £26

AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing, sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. One of the top five games of 1994. ★★★★★

EXILE A1200
Audiogenic £30



AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom*, sort of single-player *Gravity Force 2*, it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the 'keyboard madness' controls, go for the otherwise identical original, now out at £15.
★★★★★

EXTRACTORS CD32
Millennium £30

AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base).
Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

F1 WORLD CHAMPIONSHIP EDITION
Domark £30

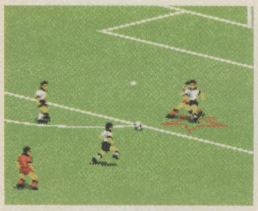
AP51 67% PM
It's F1 again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original.
★★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)

AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FIFA SOCCER
Electronic Arts £30

AP43 76% CW
Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers



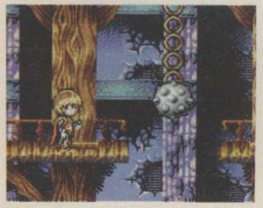
from clumsy and 'spongy' joystick/keyboard-combination controls (unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable.
★★★

FLIGHT OF THE AMAZON QUEEN
Renegade £30

Now ain't the time to be playing baseball.
use bat on Rico in car

AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.
★★★★

FLINK CD32
Psygnosis £20



AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

FOOTBALL GLORY
Black Legend £26

AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound. ★★★

GUARDIAN A1200
Acid Software £30

AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

GUARDIAN CD32
Acid Software £30

AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. You know we're right.
★★★★★

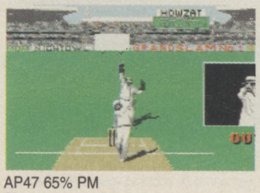
HIGH SEAS TRADER
Impressions £35

AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with High Seas Trader, except you're a merchant. Exactly as exciting as it sounds. ★

ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all. ★★

IT'S CRICKET
Grandslam £27

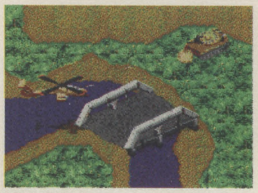


AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. *Graham* wins on lovableness.
★★★

JET STRIKE CD32
Kompart £26

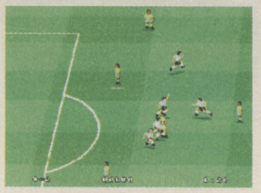
AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JUNGLE STRIKE A1200
Ocean £28

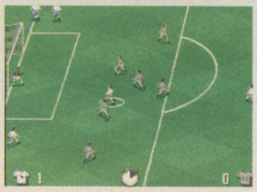


AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

KICK OFF 3
Anco £26



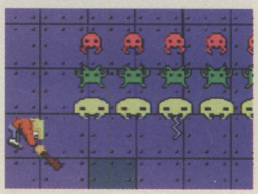
AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★



KICK OFF 3 EUROPEAN CHALLENGE
Anco £30

AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KID CHAOS
Ocean £26



AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

KINGPIN
Team 17 £13

AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents appear always to do the same thing.
★★

KING'S QUEST 6
Sierra £35

AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

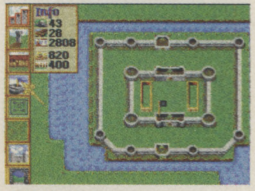
LION KING
Virgin £30

AP46 59% JD
Virgin's follow-up to *Aladdin.* The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

LITIL DIVIL CD32
Gremlin £30

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one step beyond the wretched *Dragon's Lair,* in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze, Simon* and *Frogger.* Sigh. ★

LORDS OF THE REALM A1200
Impressions £35



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly compliex, but it's not going to win any converts to the cause. ★★★★

MAN UTD – THE DOUBLE
Krisalis £30

AP49 58% PM
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course. ★★

MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30

AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

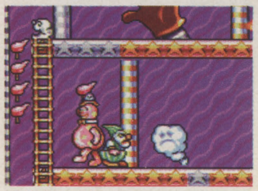
MORTAL KOMBAT 2
Virgin £30

AP46 63% JN
Glitzy, vacuous conversion that relies on artificially

➤

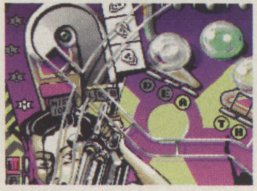
complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend.
It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter.* Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20



AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad.
★

OBSESSION
Merlin £30



AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies.* For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

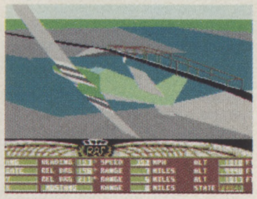
ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)

AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

ON THE BALL LEAGUE EDITION
Daze £30

AP43 71% SF
Just like the *World Cup Edition* game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing!
★★★

OVERLORD
Virgin £30



AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. And yes, chaps, it's substantially faster on an A1200.
★★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)

AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

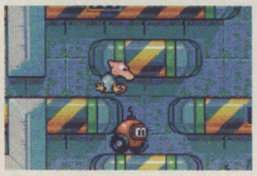
PINBALL ILLUSIONS A1200
21st Century £30

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies.*
★★★★

PINBALL ILLUSIONS CD32
21st Century £30
AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and

accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three. ★★★★★

PINKIE
Millennium £26



AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet. ★

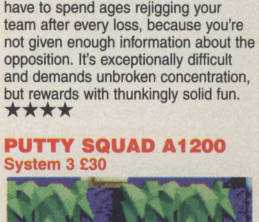
POWERDRIVE
US Gold £30

AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26

AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

PUTTY SQUAD A1200
System 3 £30



AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20

AP40 58% CW
Stunningly average platform game offering absolutely nothing new whatever and rapidly becoming very annoying indeed.
★★

REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

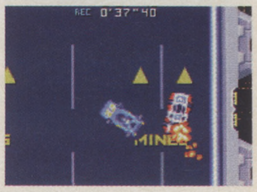
REUNION A500
Grandslam £35

AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40
(£43 A1200, £35 CD32)

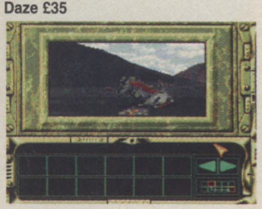
AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL CD32
Acid/Vision £30



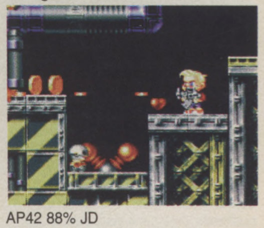
AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint,* using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROBINSON'S REQUIEM
Daze £35



AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26



AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUFFIAN
Grandslam £20

AP50 10% JN
A platform game of barely credible terribleness. ★

RUGBY LEAGUE COACH
Audiogenic £30
AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what

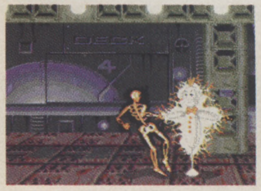
STATS
MIKE DICKINSON
THORNE
CENTRE-BACK
NATION:Britain
WEIGHT:13st
TRIES:0 GOALS:0 DP.GOALS:0
MONDAY :SOLO SWIMMING
FRIDAY :SOLO - CROSS COUNT
SATURDAY :REST
SUNDAY :MATCH

you did wrong when you lose and you have to fumble around like a blind man in a darkened room looking for a black cat before you can fix it. Worth a look for the novelty, though. Especially if you're a professional rugby player.
★★★

SENSIBLE WORLDOF SOCCER
Renegade £30

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SHADOW FIGHTER
Gremlin £30



AP46 91% CW
A textbook example of how to do a game properly, except nobody'll take any notice. Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely. Lots of disk swapping though.
★★★★★

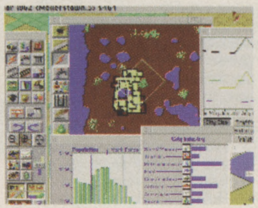
SHADOW FIGHTER AGA
Gremlin £30

AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

SHAQ FU
Ocean £26

AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.
★★

SIM CITY 2000 A1200
Maxis £40



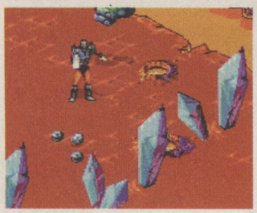
AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

SIMON THE SORCERER CD32
Adventure Soft £35

AP42 57% JN
Exactly the same game as the A1200

version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy. ★★

SKELETON KREW A1200
Core £35



AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but frankly, who cares?
★★

SOCCER SUPERSTARS
Flair £30

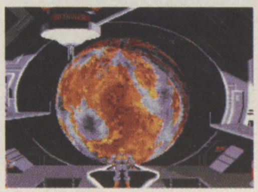
AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

SPEEDBALL 2 CD32
Renegade £15

REVOLVER
SCORED

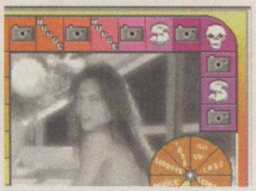
AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. It's an amazingly better game than the original. ★★★★★

STARLORD
Microprose £35



AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

STRIP POT AGA
Guildhall £15 (A1200) £30 (CD32)



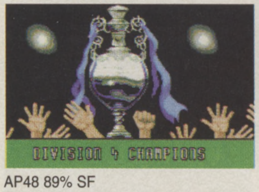
AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off. ★

SUBWAR 2050 A1200
Microprose £35 (£30 CD32)

Forward View

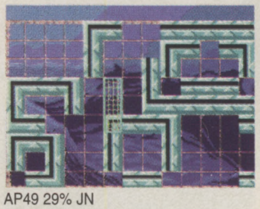
AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers *("Michael Jackson" – Ed)*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though, which is a damn shame.
★★★★

SUPER LEAGUE MANAGER AGA
Audiogenic £30



AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners. ★★★★

SUPER LOOPZ A1200
Audiogenic £15



AP49 29% JN
Baffling rejig of the terminally dull *Loop(hnghh)z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off. ★

SUPER SKIDMARKS
Acid £25

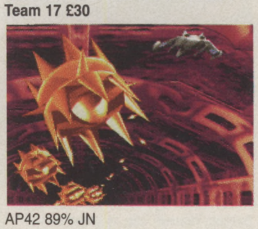
AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope. ★★★★★

SUPER SKIDMARKS 2 CD32
Guildhall £30

AP51 92% PM

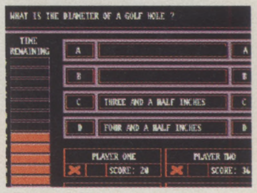
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian*, a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing). ★★★★★

SUPER STARDUST A1200
Team 17 £30



AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SWITCHQUIZ
Switchsoft £29/£37



AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. Data disks are promised for the future, but even so *Trivial Pursuit* still rules the roost as far as stupid quiz games go.
★★

SWORD OF HONOUR
Megatronix £20

AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.
★★

TACTICAL MANAGER 2
Black Legend £26

REFS
CHARTS
CUPS
K-OFF
LEICESTER C
LEICESTER

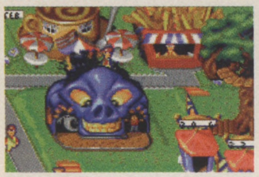
AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches. ★

TFX A1200
Ocean £40

AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. It's surprisingly absorbing, with a good range of missions. Ghastly on a standard A1200, with overwhelming amounts of disk swapping (often just to see a redundant 'story' picture) and once-per-second screen updates; best on a top-of-the-range A4000 (if still noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard. Certainly a simulation rather than a game.
★★★★

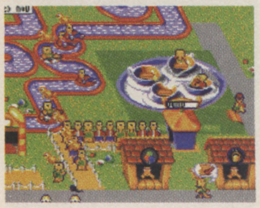
➤

THEME PARK
Electronic Arts £30



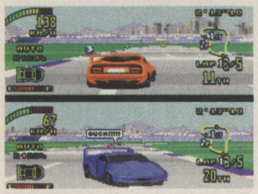
AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

THEME PARK A500
Electronic Arts £35



AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing. ★★★★★

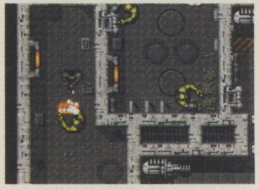
TOP GEAR 2
Gremlin £26



AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself. ★★

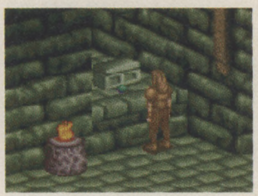
TOWER ASSAULT
Team 17 £20

AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games. ★★

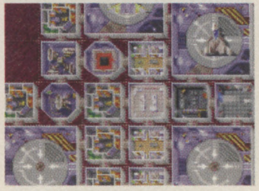


TOWER OF SOULS A1200
Black Legend £30

AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

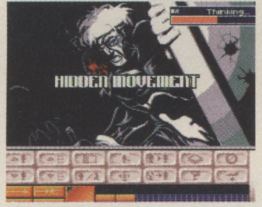


UFO
Microprose £35



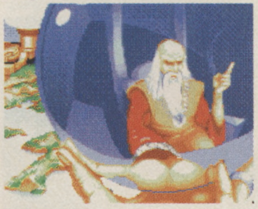
AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★★

UFO A500
Microprose £26



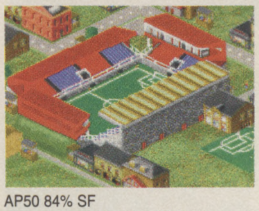
AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

ULTIMATE PINBALL QUEST
Infogrames £30



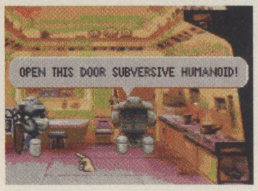
AP39 61% JD
No it isn't. ★

ULTIMATE SOCCER MANAGER
Daze £30



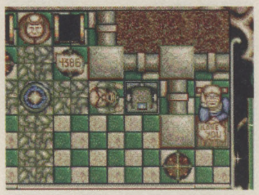
AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. ★★★★

UNIVERSE
Core £35



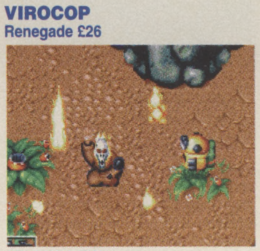
AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA – BEFORE THE WAR
Vulcan £35



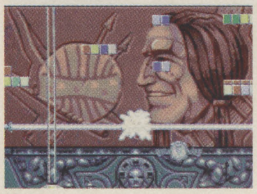
AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull. ★

VIROCOP
Renegade £26

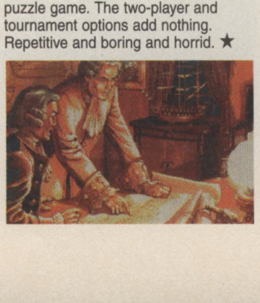


AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting. ★★★★

VITAL LIGHT
Millennium £30



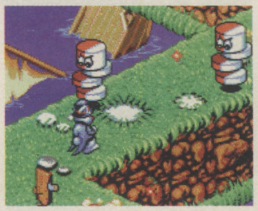
AP48 11%
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Almost unbelievably there's no facility for planning ahead, which is surely the most basic requisite for a puzzle game. The two-player and tournament options add nothing. Repetitive and boring and horrid. ★



VOYAGES OF DISCOVERY
Kompart £30

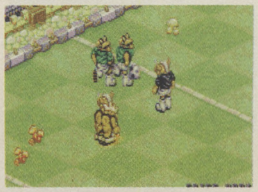
AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'. ★★

WHIZZ
Flair £26



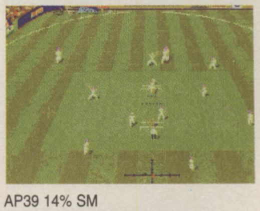
AP49 41% RD
Ostensible isometric-3D platformer which turns out, in fact, to be a maze game. Ridiculous time limits rob you of the chance to go exploring, the fact your 'spin' attack is not only ineffective against certain monsters but TAKES AWAY SOME OF YOUR ENERGY is extremely silly, and the semi-sentient controls frequently decide you didn't really want to go that way and correct your foolish mistake. And it could have been great... ★

WILD CUP SOCCER
Millennium £26



AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or dead. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true. ★

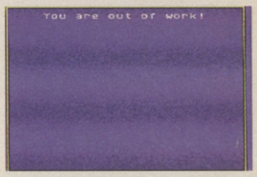
WORLD CUP CRICKET MASTERS
ESP £25



AP39 14% SM
Cricket. Done very badly indeed. Your men are drawn from the LS Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game. ★

WORLD OF SOCCER
Challenge £20

AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So perhaps not surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying (let alone actually playing) this so-called, self-styled 'game'. ★



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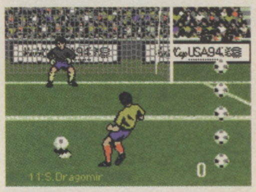
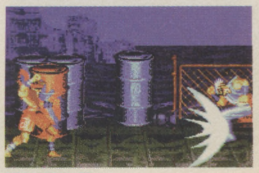
WORLD CUP USA '94
US Gold £26



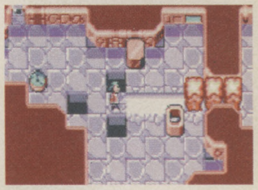
AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful release of last year. ★

X-FIGHTER CD32
Thalion £XX



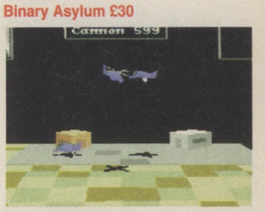
AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*. ★★

X–IT
Psygnosis £20



AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type. ★★★★

ZEEWOLF
Binary Asylum £30



AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
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The

With the passing of Jonathan Davies as editor, dinosaur-mania has become a thing of the past in the AP office. Our thoughts turn to the future and we plot and plan anew. In the meanwhile we must still regurgitate reader ads...

SOFTWARE

- *Theme Park* (AGA) £20, *SWOS* + update disk £18, *Super Stardust* £20, *Pinball Illusions* £20, *Aladdin* £20, *Top Gear 2* £20, *Kid Chaos* £20. All boxed with manuals.
Alan Archer (0117) 9860468 after 5.30pm
- *Superfrog, Jurassic Park* £8 each. *Lethal Weapon, Brutal Sports Football* £5 each. All new (except *Lethal Weapon*) and boxed.
Robert Alridge (0121) 6037962
- *Syndicate, Lemmings 2, Chaos Engine, Curse of Enchantia, Goal!, Jimmy White's Snooker* £8 each. *Sensi 92/93, Titus the Fox, John Madden American Football* £5 each.
Keith MacKenzie (01506) 439792
- *Fantasy Manager, Pinball Fantasies* £7.50. *Sim Life* (AGA), *Lotus 3, Tactical Manager, F1* £15.
Paul Smith (01268) 451033 after 5pm
- CD32 owners – *Sabre Team, ATR, Wing Commander* & more. A1200 owners – *Theme Park, Skidmarks, Soccer Kid, Body Blows Galactic, Alien Breed 2* & more. A500/600 owners – *Micro Machines, Shadow Worlds, Rainbow Islands* & more. Ring for prices, possible swaps.
Lee Stanford (0113) 271 3532
- CD32 games – *Wembley International Soccer, Bump 'n' Burn, Flink* & *Microcosm* £15. Also *James Pond 3* & *Super Putty* £5. Will swap any for *Gunship 2000, Theme Park* or *Guardian.*
Ranjit Patel (01242) 676847 4pm-7pm
- *High Seas Trader* £13, *Voyages of Discovery* £12 & *Populous 2* £8. All boxed as new.
Gary Connaughton (01706) 39252
- *Premier Manager 3* £10, *Bump 'n' Burn* £10, *Man Utd Europe, Kick Off 2* (+ data disk) £10, *Sensi 92/93* £10. Or swap all for *SWOS.*
Darly Booth (01843) 584435 after 6pm
- Boxed originals – *SWOS, Settlers, AV-8B Harrier Assault* & *Civilization* £15 each. *Premier Manager, 4D Sports Boxing, Football Tactician 2, It Came From The Desert* £10 each.
David Singer (0181) 886 1635
- *Premier Manager 3, Lemmings 2, Street Fighter 2, Cannon Fodder 2, Putty, Jimmy White's Snooker, Sensi Soccer* and *Sensi Soccer International* £12 each. All boxed.
Ben Elliott (01543) 258176
- *Cannon Fodder* £10, *Sensible Soccer* 92/93 £12, *FIFA International Soccer* £18 and *Micro Machines* £14. All in very good condition, in their boxes, with instructions.
Iain Corker (01524) 66577

HARDWARE

- A600 with 2Mb, 9 games including *Mortal Kombat 2*, magazines with coverdisks, books and small disk box. All offers considered.
Richard French (01256) 462618
- Amiga 1200, monitor, 2 joysticks, mouse, many games including *Theme Park, Syndicate, Cannon Fodder, Pinball Fantasies.* Less than 1 year old.
Ben Rhode (0171) 221 6263
- Star LC24-300, 24 PIN colour printer. C/W cable, drivers, mono and colour ribbons, dust cover, 1 year old, boxed £240.
Darren Hancock (01795) 874046 after 5pm
- A500 with colour monitor, leads, games and joystick, VGC and boxed for £200 ono.
Michael Dolling (01223) 358422
- A500+, 1Mb, joystick, mouse, external drive, much software. Will sell together or separately. £150 ono. **Mike Sole (01227) 769992**
- 2Mb Amiga 600, mouse, mouse mat, disk box, workbench disks, manuals + about 20 games £160. **Brian Hayes (01279) 429862**
- A1200 for sale, 210Mb hard drive, 4Mb RAM, external drive, 100s of games, PD, coverdisks & mags £450 ono. **J R Baker (01458) 47847**
- CD32, Scart lead, with *Theme Park, Liberation, AB Tower Assault, PGA European Tour, Guardian, Project X, Body Blows, Oscar, Diggers, Microcosm* £175. No offers.
Rupert Patterson (0117) 983 9337
- Amiga 500, 1Mb, 100s of games, external disk drive, 4 joysticks, 2 mice. Bargain. £160.
Robert Woods (01858) 465962
- Game Gear with six games, mains adaptor and master system adaptor. 1 year old, great condition, games include *Sonic 1 & 2, Out Run, Vigilante, Fantastic Dizzy and Enduro Racer*, only £75.
James Delvin (01382) 737190
- CDTV, remote controller, caddie, black mouse. Excellent condition, still boxed with all documentation. Can be used as a CD-ROM drive for any Amiga, only £150.
John Morrison (0191) 253 2296 after 4pm
- Amiga CD32, £350 of software, cover CDs, magazines & PD. Worth £625, sell for £325.
K Newton (01366) 384217 between 5-7pm
- A600, 2Mb RAM, 80Mb internal hard drive, Commodore colour monitor, colour dot-matrix printer and software, £500 ono.
Nick Darlow (01243) 783204
- Mega Drive, almost new, still boxed, two games, one controller. £90 ono.
Toby De Cobain (0181) 889 2274
- A1500+68020+68851, 178 Mb hard drive, flicker fixer, 1960 multi-sync monitor, 7 Mb RAM, 2 floppies, bucketloads of original software, £650 ono. **Roland Trueman (01227) 792417**
- Amiga 500, 52Mb hard drive, 2Mb RAM, games, applications etc. May split, £offers.
Hasib Ant Ichalid (0121) 449 1515
- CD32, hundreds of games, games demos & PD games + magazines, controller and all leads £185.
Danny Huber (01837) 83971
- Amiga 500, 3 joysticks, mouse, 70+ games and Star LC-10 Colour Printer all for £250.
Neal Gaskell (01246) 471570
- Amiga 1200 with 6Mb RAM, fast accelerator card, sound sampler, 420Mb SCSI hard drive, internal & external floppy drives, mouse & joysticks. Over £800 of software, only £750.
Stephen Madden (01225) 765942
- *Super Mario Bros.* All-Stars SNES pack, plus speed pad and 6 unboxed games (including *FIFA Soccer, Starwing, Super Bomberman* & *SF2 Turbo*) £100 ono. **Martin Crossan (01786) 817762**

WANTED

- *Castles 1* and/or *2* for A500. Good prices paid for both. **Michael Spratt (01224) 493907**
- *Lord of the Rings 1* or *2* to buy or swap for *Obitus, Populous or Gunship.*
Lake Swan (01206) 851475
- *Balance of Power* with instructions. Will pay good price. **Stuart Filby (0151) 526 9416**
- SX-1 expansion for my CD32. Or A1200 for £200 or below.
Matthew Jub-jub Pocock (01202) 698596
- 200Mb or over hard drive for my A1200. Will pay good money. **David Smith (01228) 598796**
- *Cannon Fodder* mission 10 and 16 save disk. Also *Sim City* and *A-Train* for £5 or less.
Barry Mason, 8 Lochloy Crescent, Narin, IV12 5BD
- Wanted: *Championship Manager '94* or *'93* & *Player Manager.* Help me please!
Michael Aleksandrowicz, Gdanska 45/9, 84-230, Rumia, Poland
- *Premier Manager.* Must be boxed original and a decent price. A500.

Garden That Time Forgot

David Beadle, 16 Waverley Terrace, Shildon, Co. Durham, DL4 2HQ

- *Dawn Patrol, High Seas Trader and Star Trek 25th Anniversary*. Will pay £10 for each game. Must be boxed originals.
Jane Scott (01228) 598796
- *Carl Lewis Challenge, International Sports Challenge* and any other athletic games except *Winter Games*.
John White (01722) 323516

SWAPS

- Will swap my SNES with 10 games (inc. *Donkey Kong Country*) for your A1200 + games. Must be in the Oxford area. **John Asquith (01865) 735379**
- *A320 Airbus, Embryo* & *Indy: Last Crusade* swap for your *FIFA, Legend of Kryandia, Nippon Safes* or *Dragon's Lair*.
Scott Hadgskin (01277) 211475
- I will swap my *Shadow Fighter*, boxed and in excellent condition for *Mortal Kombat 2*. Must be A500+ compatible.
Jason Sands (01443) 431950
- My *Innocent Until Caught* for *Simon the Sorcerer*. Also my *Space Quest 4* for anything you've got. **Michelle Sneddon (0141) 774 3781**
- My *Monkey Island, Cruise for a Corpse, Striker, Bill's Tomato Game, Kick Off 3* (A500), *Gobliins 2, War in the Gulf* & *World Class Rugby* for your *Nippon Safes, Space Hulk* or other good games.
Barry Mason, 8 Lochloy Crescent, Narin, IV12 5BD
- My Game Boy, 10 games, 1 magnalight, games (including *Zelda, Tetris & Populous*) for A1200, no games. Prefer local sale (Devon area).
Keith Massam (01404) 87230
- I want *UFO* (AGA) or *Theme Park* (AGA). I will swap either *Ishar 3, Shadow Fighter, Banshee, Burntime* or lots more. All originals.
David Smith (01228) 598796

PEN-PALS

- 22-year-old male with A600, looking for pen pals to swap games, tips and a bit of chit chat, like football, music, demos etc. Write now and enjoy!
Stephen Reed (0191) 454 0790
- Mad, 22-year-old female seeks male/female CD32 people, any age, anywhere, for long penfriendship. So get writing or else!
Hayley Wells, 14 Stonecross Road, Hatfield, Herts, AL10 0HR
- Female pen pal wanted (16-19), interested in any, or all, of the following – Star Trek, X-Files, Manga, Computer Games and Tori Amos. Photo would be nice, but not essential. **Ian Cliffe, 6 Herring Road, Liskerd, Cornwall, PL14 3SY**
- Hi, I am a 15-year-old boy looking for female pen pals, aged 14+. Reply guaranteed, photo much appreciated. **Brian Gilchrist (01786) 870490**

The Garden That Time Forgot is yours to use for free – but it's not for use by profit-making organisations or public domain libraries, so they'd be wasting their time writing to us – understand? Send your completed coupons to:
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☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

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August 1995

- Mad Doctor Who fan, seeks fellow Mad Dr Who fan. I am a 13 year old male, so get writing.
Lee Bradley, 57 Eastdale Road, Bakersfield, Nottingham, NG3 7GP
- Hello out there. Any girls interested in a ten-year-old guy that loves Amigas and sport? Photo please.
Andy Wills, 29 Broad Avenue, Queens Park, Bournemouth, BH8 9HF
- I am 17 years old and I am looking for A500/A1200 contacts, mostly female. Any age from 13, send photo if possible. 99.9% reply guaranteed.
Pedro Bastos, Rua Mestre Antonio Martins, 1170 Lisbon, Portugal
- Hi, I'm 24 years old and own an A1200. I'm looking for pen pals aged 18+, male or female. I'm interested in games, demos, music, slides and anims. Anything really. Please write.
Lee Hocknull, 15 Carisbrooke House, Fair Park, Wednesbury, West Midlands, WS10 0LS
- Crazy 16-year-old girl seeks male or females for fun and friendship. Reply 100% guaranteed.
Karen Thomas, 116 Christen Fields Avenue, Gravesend, DA12 5NW
- 16-year-old male looking for females 16-18. Get writing now or you won't know what you've missed.
David Boyle, 345 Airbles Road, Motherwell, Lanarkshire, ML1 3AW
- I'm 21, into games, films + literature, public domain stuff and anything else that's fun! Pen pals wanted to maybe swap some of the above items and generally share views on life, the universe and everything! **Eddie Smith, 28 The Bank, Scholar-Green, Stoke-on-Trent, ST7 3LF**
- A1200 owner with a sense of humour wants pen pals to swap ideas, tips and games.
Dave Johnson (01983) 408193
- 14-year-old football fanatic seeks pen friend (preferably female) for laughs and game swapping. Must be 12-16 and not a Man Utd fan. Please send photo. **Tom MacDonald, 3 Chevington Court, Rawdon, Leeds, LS19 6SB**
- 11-year-old male wants pen pals to swap games and tips. Male or female. I am an A500 owner. 100% reply. **Lewis Pearce, 22 Lionel Street, Burnley, Lancashire, BB12 6RA**
- PD contacts wanted for postal swapping (games, utilities & especially demos). Legal stuff only, all welcome. Send disk lists. **Steve Edwards, 8 Alwin Close, Walton Court, Aylesbury, Bucks, HP21 8RP**
- Hi, I'm looking for a 13+ male or female. I own an A500 and would like to exchange games, cheats, etc. Also I like RAVE. Please send photo.
Gavin Garner, 7 Baker Close, Somercotes, Alfreton, Derbyshire, DE55 4LE

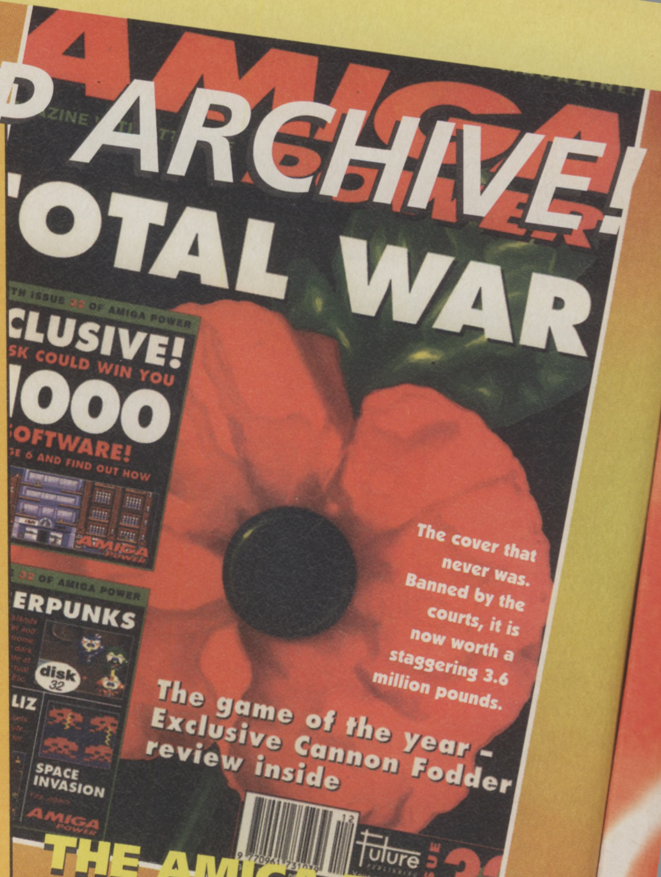
SAVE THE AP ARCHIVE!

Readers, a tragedy is about to occur. Unless we pull together and act now, an irreplaceable historical artefact could be lost to us. The AMIGA POWER archive includes pieces of major cultural importance and attracts international attention and respect. It is a centrepiece of the annual Bath Festival of the Performing Arts. The cost of maintenance has always been borne stoically by the charmingly inept home-grown company behind AMIGA POWER. Now, however, with a change of ownership, the SINISTER EVIL MEGA-GLOBAL CORPORATION that PULLS THE STRINGS of AMIGA POWER refuses to subsidise this national treasure, for it generates little profit. Negotiations are proceeding with a Japanese conglomerate that, if successful, will result in the archive being sold for scrap.

This must not happen. We are, therefore, launching an appeal to SAVE THE AP ARCHIVE. Several top celebrities have already pledged their support, including Keith Harris and Orville, Dale Winton and Meryl Streep. Celebrities who have yet to confirm (but we're confident!) include Blue Peter's Percy Edwards, professional Lee Harvey Oswald impersonator Kenny Kennedy and Ving Rhames.

Please support this appeal now by writing to your MP in an effort to obtain a government grant on our behalf. We estimate that around £12.5 million ($20m) will secure the future of the AP archive – the cost of just one hospital, or the expenses claims of a cross-party committee investigating their friends' arms dealings to the Middle East.

Your friends,
AMIGA POWER


AMIGA POWER
TOTAL WAR
ISSUE 32 OF AMIGA POWER
EXCLUSIVE!
DISK COULD WIN YOU
1000
SOFTWARE!
PAGE 6 AND FIND OUT HOW
ISSUE 32 OF AMIGA POWER
CYBERPUNKS
disk 32
SPACE INVASION
Future
ISSUE 32

The cover that never was. Banned by the courts, it is now worth a staggering 3.6 million pounds.

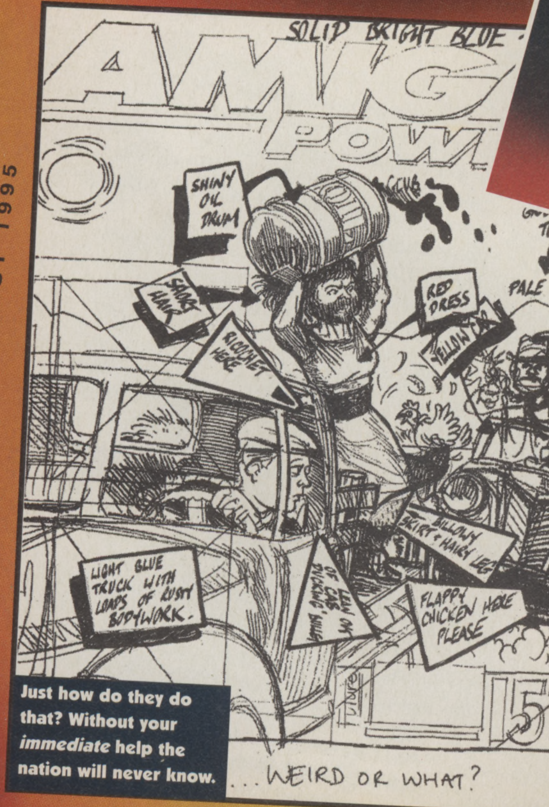
The game of the year – Exclusive Cannon Fodder review inside

THE AMIGA POWER ARCHIVE INCLUDES SUCH PRICELESS TREASURES AS

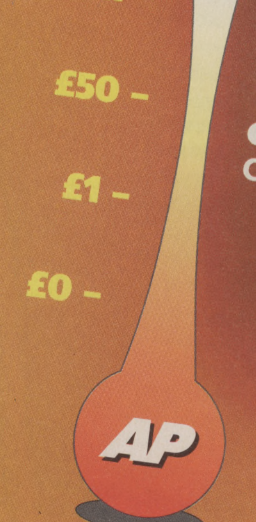
- The complete collection of photographs of programmers
- Irreplaceable pictures of televisions and satellite systems we've given away
- Pre-production artwork
- The original hand scrawled Top 100 on four A4 sheets
- Matthew Squires
- Hallmarked solicitors' letters
- The banned cover of issue 32
- The very first appearance of the Satan joke that has inspired a nation
- Models of spaceships, dinosaurs and the Heapzofun 2000 from Verge magazine
- Jonathan Davies' Nazi U-Boat Commander costume

HEAPZOFUN 2000

Stolen from our sister magazine Verge, and 'worth every penny' – the Heapzofun 2000.


SOLID BRIGHT BLUE
AMIGA POWER
SHINY OIL DRUM
OIL
SAUCY HAIR
RICOCHET HERE
RED DRESS
YELLOW
GO... TO...
PALE BLUE
BILLOWY SKIRT + HAIRY LEG
LIGHT BLUE TRUCK WITH LOADS OF RUSTY BODYWORK.
LEAN OUT OF CAB DUCKING BULLETS
FLAPPY CHICKEN HERE PLEASE
151
...WEIRD OR WHAT?

Just how do they do that? Without your *immediate* help the nation will never know.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£50 –
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AP

Rich Pelley says: "Come along readers. Give it the old Dunkirk spirit. But without the threat of losing your armed forces to Hermann Goering or keeping Jimmy Perry and David Croft in employment for the next thousand years."

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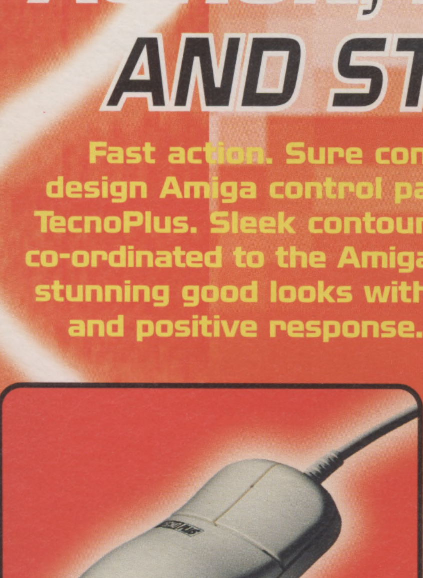

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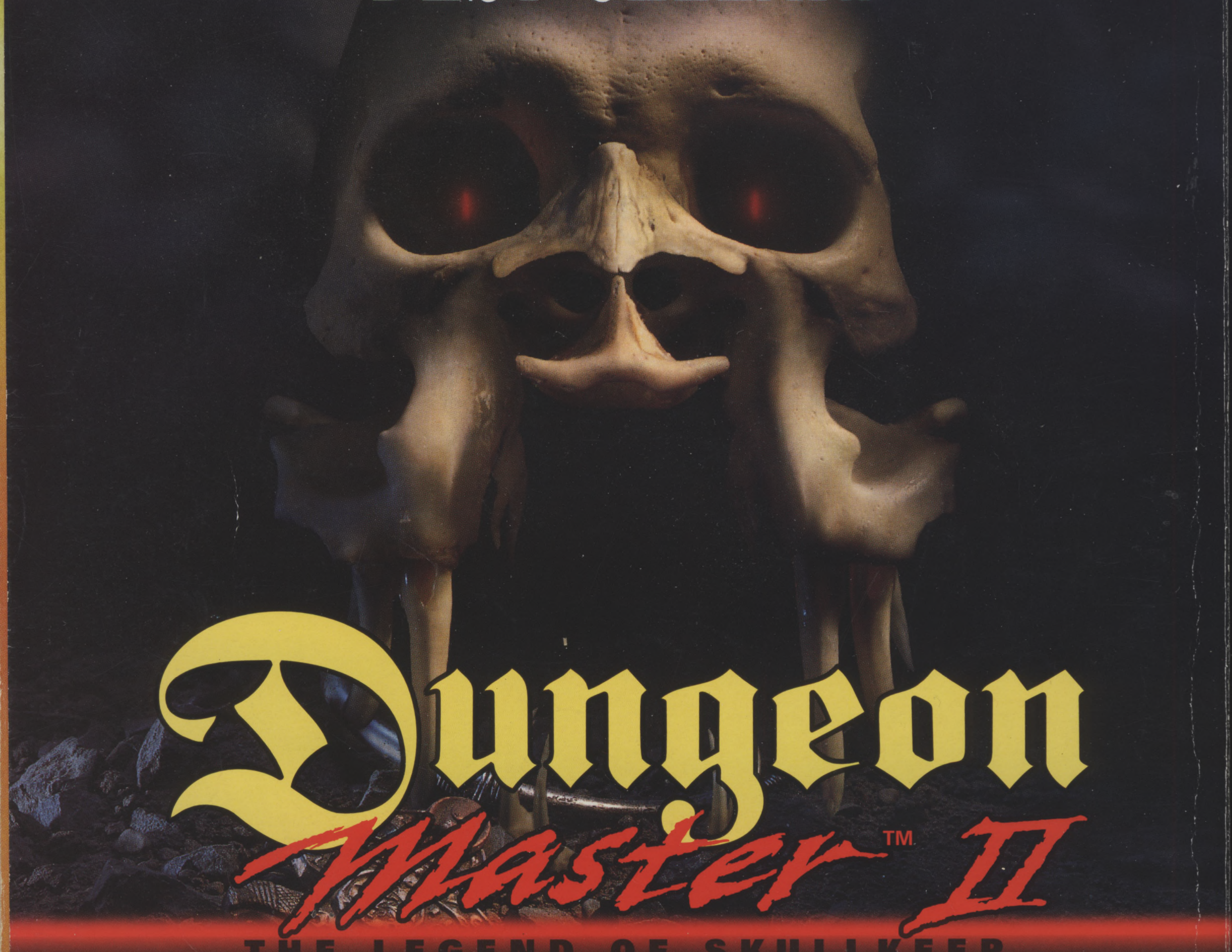
THE RETURN OF THE WORLD'S BEST CELLAR!



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- ‡ New easy to use point and click interface

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AMIGA POWER ISSUE 52 AUGUST 1995

KENNY, KENNY, PICK UP THE PHONE

DON'T BUY AN AMIG

AM

THE MAGAZINE WITH ATTITU

BA-

Revel in 16 viscera-soaked pages of Doom-related maimage.

IT'S A DISK. A DISK WE TELL

1

TENNIS
CHAMP

It's not a demo, it's not PD and it's not available anywhere else. It's a complete one- or two-player game – just add lemon and barley water, and serve.

AMIGA POWE

AND HERE'S ANOTHER OF TH

2

GLOO

It's Doom – but on the Amiga. Revel in orgiastic delight as thousands of computer-generated people blow apart messily and anatomically correctly JUST FOR YOU.

AIR TAX

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